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THE
RIFT

Your Guide to the Megaverse



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Unofficial Resource Material

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The Rifter NPC Fodder Your Guide to the Palladium Megaverse®

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THE RIFTER™

NPC Fodder

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Concept Creators Note:

Wow! What a great response from the fans and the Palladium Community for this project. I am thrilled to have so many people jumping into this idea with as much enthusiasm that I have had for co-creating and compiling it on behalf of all of you. I love being able to volunteer and give back in a major way to both a company who has given me years of imagination, and all of you who help to make this game great by sharing your ideas and playing as a group on-line and in person.

Ultimately what makes a company great is you!

Palladium® also sees that by offering the Christmas Grab bag to help us share in the love that they have in their own products as well. What makes me a fan who is crazy enough to do this for free is your kindness to donate as much as I'm willing to give to make this project happen. As volunteers the only way to improve your community is to participate and give as much as you want to see come out of areas of interest. Your home, your school, your local community and web communities do not exist without you and your passion. For that I would like to Thank You.

So why do it?

Many of you at one point or another had my character in your games whether you know it or not. That is to say you have played a character type that I have chosen. If your a new player, you are likely to pick a character type I have played in the near future. This thought alone makes me want to give back. To inspire players and GMs to carry their games further.

I've played RPGs for well over twenty years. I have seen many of adventures get hung up on weak points in a game that have never been planned for. A missing NPC, a gear link, or a pre-planned vehicle. Ultimately the resource is needed and everyone can benefit from it. A short notice game gets a character in every ones hand, a GM fills his NPC list, and as a digital resource it is accessible for 24 hours 7 days a week once it is posted on-line.

At the end of the day, I hope you use this resource as much as I know I will, and again **Thank You** for contributing.

-Richard Grzela

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How To Use This Resource?

The best way to use this book is to pre-read what we have included to see what will fit your needs. Some submissions have been edited for constancy.

Characters are divided by levels; **Low (1-3)**, **Medium (4-8)**, **High (9-12)** and **Supreme (13-15)**. Any character with out an experience level is considered a low level. This offers a quick and dirty way to reference a large number of characters in a pinch. Since the Mega-verse® shares one game system characters are built on, these characters can easily be adapted for any setting from Palladium Books®.

You will notice some Characters have been left in groups such as the villagers even with a difference of

levels to keep the context of improvements and maturation of these character groups.

You will notice that the characters submitted are not all in level numerical order. This is a fan based project and not all submissions arrive on time. Though every effort is made to keep characters in proper grouping order. Any one who has submitted a character will have their characters displayed in the order they arrived in.

I'm sure you'll find more use for this resource than what it was initially intended for. I hope you do. All I know for certain is, the digital age has made a resource like this usable well into the future no matter what format our games end up taking.

Low Level Characters

Range(1-3)

Typical Street Thugs

Created By Richard Grzela

Description:

A street thug can be of any ethnic group and wear anything from a casual business dress, to gang leathers or even denim jeans and a T-shirts to blend in or stand out as they see fit for their roll they have to perform. They are usually large men in stature and quite stocky. They are sent out to intimidate their targets to threaten, collect or assault targets on behalf of their employers. Usually they are employed by underworld crime groups from mobsters to drug dealers to even the corporate executives that may need to collect funds from dead beats.

Name: Varies with group though some suggestions are listed below for your quick reference.

Jimmy "The Chin", Patch, Ricky "The Finger", Tony "The Wrench", Tim "The Tooth", James "The Limp", Sam "The Gun", Ryan "Mumbles" McGee, Jamie "The Card", Micky "The Wrench", Charles "Chuckles" McFee, Scar, Tom "Knuckles", Sunny "The Shill", Connor "The Coat", Leon "The Leg", Alfred "Alfie The Hat", Louis "Loose Lips", Walter "The Mug", Simon "The Hurt", Mary Gin, Jack "Ladies Man" O'Connor, Edgar "The Bar", "Stoolie" Ben, Clarence "Baby Face", David "The Kegger", Freddie "The Justice", Micheal "The Captain" Chan, Lionel "The Peach", Oliver "The Eel", Franky "Blood Bath", Guido "The Cannon", Harry "The Load", Ken "Gramps", Buster "The Crab", Ginny Gaff, Herman "The Stout", John "The Rig", Jonny "The Pug", John "Bone Saw", Sean "Steam Boat", "Scape Goat" Monty, Jerome "The Knuckle", "South Paw" Beatie, Joseph "The God Father", Rick "The Dragon", Stanley "The Lion", Emerson "Big Gun", Edwin "The Winnibaggo", Wallace "Wind Bag" Wiggum, The Champ, Harold "The Grin", Douglas "The Chimp", Warren "The Don", Niles "The Heel", Herbert "Big Heart" Texand, Guy "The Bulldog", Blake "Standing Bull" Sherman, Gerald "The Page", Dean Big Buck, Lester the Shiv, Tommy "The Shank", Chino "Chump Change" Walter, Migal "Machette" Henderson, Orson "Strong Arm", Chester "Red Face", Falco "Red Herring" turner, Custer "Lance" Cook, Dane "Fire Ball" Kane. Just to name a few.

Race: Humans (Could be any being though)

Alignment: Miscreant (55%), Anarchist (38%), Other (7%)

Attributes: I.Q.: 12, M.E.: 17, M.A.:17, P.S.: 22, P.P.: 19, P.E.: 25, P.B.: 11, Spd: 31

Height: 6 feet, 4 inches (1.83m)

Weight: 200 lbs (91kg)

S.D.C.: 100

Hit Points: 42

Horror Factor: 5

Most thugs are known and those that have to deal with them or know that the Thugs are paying them a visit usually have to roll over an 8. The Thought and stress of dealing with these characters are harassment and troublesome in the least.

Level of Experience: 2

Combat Training: Hand to Hand Assassin.

Disposition:

Thugs are generally hung over, tired, irritable and short tempered seemingly annoyed by being at the beck and call of their employers. Generally they don't talk much unless you need to be hearing what they are saying. They tend to keep to them selves and usually only relax when in a bar surrounded by people they feel they can trust to have a drink with. They generally follow the mantra of: "Ask me no questions and I'll tell you no lies." When they are not working it is safe to say 80% of what they say is false, and they want to build up their own rep or get you to leave in as fast a way as possible.

Skills of Note:

Pilot: Truck 54%, Pilot: Car 54%, Basic Math 65%, Speak and literacy 75% of home language, Military etiquette 50%, Radio basic 75%, Intelligence 56%, survival 45%, Interrogation 60%, Find Contraband 50%, Pick pockets 50%, Street wise 38% Safe-cracking 24%, Wrestling, Boxing, W.P. Hand guns, W.P. Revolvers, W.P. Rifles, W.P. Semi-automatic rifles, W.P. Knives, W.P. Blunt weapons, W.P. Chains, and W.P. Energy pistols.

Attacks per Melee: 6

Bonuses: +1 initiative, +4 strike, +4 parry, +4 dodge, +7 damage, +2 Roll with punch fall impact, +2 pull punch. Pin on 18-20, Crush squeeze damage 1D4+7, K.O. or Stun on a roll of natural 20, Body block tackle 1D4+11

Equipment of Note:

Thugs typically carry 3 knives that can do 1D6 damage, a hand gun 2D4 damage with a range of 400 feet (122 m) and one Rifle that does 4D6 damage. With a range of 1150 feet (350 m).

Most will drive a car: A.R.: 7, S.D.C. 450, Speed: 120 mph (193km), Range: 250 miles (402 km), with an average cost of \$32,000 new or \$8,000 if 8 years old or more.

South Pacific Duo

Created by Scott Zaboem

Description:

I built these characters as part of a submission for Rift-er #0.1 and for fun. I realized, however, that the Cargo Priest was breaking the rules. He wasn't staying within the range of a radio tower, and he was still calling cargo. Anyway, they still work okay as NPCs for a group that isn't sticklers for the rules. I cut them from the submission, so I am placing them here instead. The Kahuna character did get tweaked a little after I decided to cut her from the submission. Originally, she had the Huna Magic power of Weather Control. The Kahuna version of weather control just made her too overpowering for a low level BtS character, and she would have overshadowed her partner as well. I've replaced that power with Call Kamapua'a Bounty.

For use with most Palladium Games, but particularly Beyond the Supernatural 2nd Edition, Heroes Unlimited 2nd Edition, Ninjas & Superspies, or Nightbane. For use in BtS-2, one might wish to change Virginia's I.S.P.: pool to match other psychics in that setting. In a high-magic mega-damage setting like Rifts Earth, Morgan's called weapons will inflict mega-damage, and his empowered structures will become M.D.C. structures. For Ninjas & Superspies, these two will be greatly out matched in even a simple fight due to their few combat skills and abilities, so keep that in mind. Please notice that I did not place these characters in any specific decade. They could show up at any time after World War II and the American occupation of Hawaii.

Morgan was born in the remote South Pacific. His tribe had a tradition of naming their children after the cargo from their ancestors. Morgan lived a fairly normal childhood, apprenticing to the tribe's cargo priest. The priest would perform ceremonies to request gifts from Heaven, and little Morgan offered what little manna he could to help. These rituals always resulted in cargo delivered on an airplane from Heaven. This idealistic period ended when a typhoon damaged the village. Before the ceremonial tower could be rebuilt, an aggressive tribe from a nearby island attacked. The aggressors were lead by a cargo priest also, but this priest used the Cargo Magic to summon weapons and dangerous vehicles. The attackers killed the defenders and shrunk their heads a trophies.

Morgan was the lone survivor. He was carried to the home island of the aggressors to serve as a slave and source of manna for the evil priest. No one alive knew that Morgan had already begun studying the ways of Cargo Magic. As a slave, he continued to observe until he knew as much as the evil old man. Morgan the slave also performed acts of mischief, undermining the aggressive tribe in subtle ways whenever he could. During Morgan's fifteenth year, he managed to frame the evil priest for treason against the tribe. The tribe turned against itself in civil war, and the evil priest was killed by the village chief. Morgan harvested and shrank the evil priest's head.

After that, Morgan escaped and traveled the islands.

Unable to summon much without help, Morgan rented out his services as a traveling cargo priest. He became more of a trickster with each passing year. If a village didn't treat him the way he thought that it should, he would play a nasty trick and then disappear into the night. The ancestors continued to bring his good things, so they must have approved of his actions, right?

Morgan decided to travel farther. Morgan continued his destructive, deceitful and malicious pranks everywhere he traveled. He stowed away on a boat to Hawaii. There, Morgan was surprised by how much cargo the wealthy people had. There were no cargo priests among these Americans, so they must have stolen it from the ancestors. Then Morgan met Virginia.

The woman now called Virginia was born and raised in a traditional Hawaiian village. She was a servant to her aunt, a wicked Kahuna who abused both her and spirits. The aunt would bend spirits to her command, forcing them to haunt or endanger others. This is how the aunt eliminated people she didn't like, and she earned the reputation of being a witch. When the girl realized that she was intended to be a human sacrifice, she murdered her own aunt. Despite the violence of the act, members of a nearby village saw the evidence of the aunt's evil, heard testimony from the ghosts and concluded that the girl was a hero.

Despite being accepted by the village, the girl remained cold and bitter. The girl hated living in a village where everyone knew that she was an orphan with a dark past. Instead of working for a living, she chose to travel into the towns and con tourists out of their money. One night, the girl (who was now a woman) walked to the top of an active volcano to throw herself inside. She was surprised to see someone else already there, a strange small man with very dark skin. He was drawing manna from the volcano. "We can do that?" She thought. She confronted the man and demanded to know why he was trespassing on her volcano. The strange man summoned a bottle of rum out of the air and offered her a drink.

The two strangers grew to know each other quickly. They found much in common in their backgrounds, and they had similar views on life as well. She was amazed by what he could get from his ancestors, and he was amazed that she could see and speak with her own ancestors. Before sunrise, Morgan invited her into his tribe and chose a new name for her. She became Virginia Lucky, named after her and his brands of cigarettes.

Morgan and Virginia are traveling the world. They grift from money and spread anarchy wherever they can. They can always make some quick money by selling a summoned bottle or a motorcycle, and then they leave town before the summoning during expires and the item vanishes. They also experiment with more elaborate schemes. Although dishonest selfish to an extreme, neither consider themselves to be evil. They have seen evil in the past, dealt with it and will do so again if they must. If they could learn to trust each other, they would make a perfect couple.

Cappy Morgan

Created by Scott Zaboem

Name: Cappy Morgan

Experience Level: 3rd Level Cargo Priest (from RifterTM #47).

Alignment: Anarchist.

Attributes: I.Q.: 11, M.E.:12, M.A.: 15, P.S.: 9, P.E.: 8, P.P.: 10, P.B.: 13, Spd.: 8.

Hit Points: 20

S.D.C.: 19

Age: 20; **Sex:** Male; **Height:** 5 feet, 7 inches (1.7 m); **Weight:** 150 lbs (68 kg)

Disposition:

Morgan is thief, confidence artist and mean prankster. He will be your best friend until the moment you stop watching him.

Description:

Morgan is a Melanesian man with wild hair, very dark skin, large eyes and a wicked smile. He has tattoos all over his body. He often dresses in expensive suits which he calls from generous ancestors. His favorite outfits are wing-tip shoes, a pin stripe suit and a matching fedora.

P.P.E.: 78.

Magic Knowledge:

Morgan is a master of Cargo Magic. He can summon certain items from the afterlife of his ancestors as quickly as spell casting, and the items will appear beside him. He also temporarily gains the skills he needs to use these items. He can also enchant replicas to give them the same powers as actual equipment, but Morgan prefers to not do this. He likes to travel light, and he rarely stays in one place long enough to build constructions. His other powers include speaking with the Ghosts of the Cargo (by radio only); Discern Presence of Enchantments, Possessions or Curses 20%; and Draw P.P.E. from other sources including volcanoes.

Cargo Calling Powers: Cigarettes (4 PPE per pack, 6 days duration, equivalent to a 1st level spell in terms of potency and casting time), Booze or Brew (5 PPE per bottle, 3 days duration, equivalent to a 1st spell in terms of potency), Uniform or Clothing (5 PPE per outfit, 18 days duration, 1st level), Tools (not including power tools, 10 PPE for one tool or 25 for a full kit, 60 days duration, 1st level), Musical Instrument (10 PPE, 12 days duration, 2nd level), Grenade (10 PPE, 3 days duration, 3rd level), Pistol (20 PPE, 1 melee casting time, 12 days duration, 3rd level), Bullet (4 PPE, 1 melee round, 12 days duration, 3rd level), Radio (30 PPE, 1 melee to cast, 90 days duration, 4th level), Motorcycle (300 PPE, 3 minutes to cast, 3 days duration, 6th level), Small Cargo Boat (Higgins Boat type, 800 PPE, 10 minutes to cast, 6 days duration, 7th level), and Fly-

ing Boat (airplane which can land on water, Grumman G-21 type, 800 PPE, 10 minutes to cast, 9 days, 9th level).

Cargo Building Powers:

Tower (350 PPE, 6 months duration, 65 S.D.C., equivalent to a 6th level spell in terms of potency) and Medical Hut (1250 PPE, 3 months duration, 75 S.D.C., equivalent to an 8th level spell).

Psionics: None.

Skills of Note: Languages: Pidgin English 85% (can understand American English at 65%), Japanese 56%, Literate: English 50%, Sing 60% and Dance 60% in native Melanesian styles, Lore: 1930s/1940s American Pop Culture 35%, Holistic Medicine 55%/45%, Brewing: Medicinal 35%/40%, Radio: Basic 65%, Prowl 45%, Seduction 36%, Tattooing 55%, Construct Bone/Shell/Stone Tools & Weapons 55%, Swim 75%, Wilderness Survival 50%, Carpentry 50%, W.P. Blunt (+1 Strike & Parry), W.P. Handguns (+1 Strike), W.P. Knife (+1 Strike, +2 Parry, +2 Thrown) and W.P. Targeting (+2 Strike).

Hand to Hand Skill: Basic.

Attacks per Melee: 4.

Combat Bonuses: +1 Perception, +3 Roll with Impact, +3 Pull Punch, +2 Parry & Dodge, Kick Attack (1D8), +2 vs Horror Factor, +1 vs Magic and +2 vs drugs/poisons/toxins.

Weapons and Equipment: pacho (shark tooth club, 1D6), stone knife (1D4), World War II era canteen, small idol (which is actually the shrunken head of his first enemy) and \$200 he made by selling summoned motorcycles. Everything else was left behind when he left his homeland; even the clothes on his back are temporary gifts of the ancestors.

Virginia Lucky

Created by Scott Zaboem

Name: Virginia Lucky.

Alignment: Unprincipled.

Attributes: I.Q.: 11, M.E.:12, M.A.: 10, P.S.: 7, P.E.: 11, P.P.: 12, P.B.: 13, Spd.: 9.

Hit Points: 29.

S.D.C.: 13.

Experience Level: 3rd Level Hawaiian Kahuna (from RifterTM #46).

Age: 23; **Sex:** Female; **Height:** 5 feet, 5 inches (1.65 m); **Weight:** 140 lbs (63.5 kg).

Disposition:

Virginia is more worldly and knowledgeable than Morgan. Whereas Morgan is mostly interested in being an

anarchist, Virginia is interested in profiting from his high jinx. Virginia knows that she could easily make a small fortune with her fishing power alone, but conning and stealing is more fun. She is very manipulative, and she is happiest right after she has robbed someone blind.

Description: Virginia has a small figure, tanned complexion, and very long straight black hair. She can dress up light royalty or down like a peasant depending on the role she is playing.

P.P.E.: 40,

I.S.P.: 20,

Magic Knowledge: Virginia's magic isn't spell casting but a type called Huna Magic. All of her powers are partly magic and partly psychic.

Kahuna Powers: Commune with the Spirits, Communicate with Animals, Travel as Uhane (out of body experience similar to astral projection), Reconnect Uhane and Kino (reconnects lost soul with its body), and her Huna Magic.

Huna Magic Powers: Healing/Reverse Ana'ana (5 PPE to heal 1D6 non-magic damage or 1 magic damage; 5 ISP to drive away a spirit), Thought Implantation (6 ISP, works like Hypnotic Suggestion) and Call Kamapua'a Bounty (twice per day, summons fish into all nets within a 10 mile/16km radius; also repels all dangerous sea predators and monsters).

Skills of Note: Literate: English 50%, Language: Japanese 56%, Lore: Faeries & Creatures of Magic 55%, Lore: Magic 55%, Lore: Demons & Monsters 45%, Lore: Mythology 60% (Hawaiian myths only), First Aid 65%, Sing 55%, Dance: Hula 60%, Swim 75%, Track & Trap Animals 40%/50%, Land Navigation 54%, Wilderness Survival 50%, Seduction 26%, Prowl 35%, Water Skiing & Surfing 48%, W.P. Spear (+2 Strike & Parry, +1 Throw) and W.P. Knife (+1 Strike, +2 Parry & Throw).

Hand to Hand Skill: Basic.

Attacks per Melee: 4.

Combat Bonuses: +2 Parry & Dodge, +2 Pull Punch & Roll with Impact, Kick Attack (1D8), +1 vs Magic & Psychic Attacks and +5 vs Horror Factor involving spirits.

Weapons and Equipment: Switchblade knife (1D6), belt of medical pouches, 8 healing powders, ti leaves used in Huna Spirit Magic, bandages, a water filled gourd, and \$200.

Connections to other Characters: Several larger factions would be interested in finding a recruiting these two. Their unique styles of magic are phenomena that any mage would love to study. Virginia's ability to repel all sea monsters (with no saving throw) would be a huge boon to monster-hunting factions. The South Pacific Duo is willing to work with anyone for a price, but these alliances don't last long. Morgan and Virginia know that they aren't the best scrappers, so they tend

to be very cautious about who they trust and don't work with anyone else for long. There are also many former victims and a few law enforcers who would like to catch them.

Isabella, Spirit Guide

Created by Scott Zaboem

Isabella is the young girl whom Jack accidentally killed during the war. Jack tries to keep her as happy as possible. She is most helpful when reading for him. Isabella and Jack had recently made a deal in which she would help him during one last treasure hunt. Afterward, Jack was to take her traveling so she could see the world. The reappearance of an old enemy has delayed this trip, and Isabella is not happy about it.

Alignment: Unprincipled.

Level of Experience: 2nd Level Spirit Guide.

Attributes: I.Q.: 12, M.A.: 8, P.B.: 12, and others are not applicable.

Age: 10 when she died, has not aged since that time.

Appearance: 4 ft (1.2m) tall, Spanish girl with dark brown eyes and long wavy black hair.

Disposition: Positive and curious but also bossy.

Hit Points: 14

S.D.C.: none.

P.P.E.: 7

I.S.P.: none.

Skills of Note: Speaks and reads fluent Spanish and English.

Girl

Created by Scott Zaboem

The girl is a orphaned and mute child. No one seems to know where she was born or the fate of her parents. Agents of the Court discovered her when she was rescued from the lair of a supernatural predator. Lady Teapot decided to put her to work as lady-in-waiting. The doctors employed by the Court can find nothing wrong with her medically and hypothesize that she has stopped speaking as the result of trauma. The girl seems to understand and read English perfectly, but she will not communicate even by writing, drawing pictures, or telepathic eavesdropping. The extent of her efforts to communicate are pointing and shaking or nodding her head. Even probing her memories reveals no new information. She never displays any clear emotion, and she has a habit of staring at people which is very unnerving. She has been instructed in piano playing, but her music is as expressionless as demeanor. Alignment: Aberrant, she simply does everything that Lady Teapot tells her to do without question.

Titles and Ranks: none.

Level of Experience: 1st Level Ordinary Person, Occupation: Maid Servant.

Attributes: I.Q.: 8, M.E.: 4, M.A.: 4, P.S.: 8, P.E.: 6, P.P.: 5, P.B.: 14, SPD.: 10.

Age: She appears to be about 8 years old in 2009.

Appearance: 4 ft (1.2m) tall, pale complexion, long curly blond hair, and green eyes. Only Lady Teapot seems immune to her creepy stare.

Hit Points: 10

S.D.C.: 15

P.P.E.: 23

I.S.P.: 0

Attacks per Melee: 1 attack and 2 non-attack actions per melee round.

Psionics: Like most children, she is latently psychic in that she is sensitive to danger and the presence of supernatural creatures. These powers are not refined well enough to be used on command, not completely reliable, and have not developed an Inner Strength Point reserve. Clairvoyant Flash 30%, Sense Good & Evil 40%, Sixth Sense 60%, and See the Invisible 50%.

Other Bonuses: Needs to roll a 15 or higher to save vs psychic attacks, +3 to save vs magic and possession, +1 to Perception, +1 to save vs Horror Factor.

Skills of Note: Housekeeping 45%, Play Piano 35%, Sewing 35%, and Wardrobe & Grooming 60%. She may have other skills and knowledge which the Court simply has not discovered yet.

Note for the Game masters: The girl's past is purposeful left blank for you to fill out and use as you need. She may be a spy (sneaky), a dimensional refugee (sneakier), or exactly the traumatized orphan whom she seems to be (very sneaky). When this character appeared in my game, she was eventually revealed to be a Transcendent P.C.C. (from Rifter #1). In a previous life, she had been a tenth level specialist mage in a different world. After her memories were restored to her, she mutated into an elven girl. She still did not speak, but she nonetheless became the mentor of a player character. I made the player role play through her training sessions with the girl.

Anna Anderson

Created by Scott Zaboem

Andrew Anderson was the local orange farmer who introduced the Flaglers to Saint Augustine. A century later, Anna was born into a Florida family which has been serving the Court of Tarot ever since Queen Flagler the first. Then again, Anna didn't know about the Court or her family's legacy. Anna was focused on her

studies anyway.

To purposefully avoid the stereotype of a bookworm, Anna has always been moderately athletic. In high school, she excelled in soft ball. When she started college, she switched to aerobics because she prefers less competitive activities.

In early 2009, Anna's school was placed on high alert by a series of killings in the town. The case interested Anna, so she investigated and determined a supernatural angle to murders. She built her own team of investigators from other students she knew and lead them to the hideout of the killers. It was during this adventure that she met Lord Buzzard Hastings. Within hours of meeting him, Anna was recruited as the newest and youngest member of the Court.

Motivated by dreams of another life, Anna developed an insatiable interest in history and the paranormal. When she ran out of books to read, she decided to become an archaeologist and study the evidence herself. She is currently studying archeology at Flagler College. Anna is an amateur parapsychologist, but she is also a Transcendent (from RifterTM #1). She believes that she has been reincarnated from a woman who lived hundreds or thousands of years ago in a forgotten civilization. As a transcendent, she is not a traditional psychic with inner strength points and a selection of psionic powers. These memories return to her randomly as dreams. When she desperately needs them, these memories can also return to her in the form of skills that she once knew in her previous life.

Rank: Seven of Swords.

Alignment: Unprincipled.

Attributes: I.Q.: 20, M.E.: 11, M.A.: 14, P.S.: 6, P.E.: 9, P.P.: 8, P.B.: 13, SPD.: 16.

P.C.C. Transcendent. Experience: 1st Level Parapsychologist.

Appearance: short, fit woman with blond hair and blue eyes. She has a bright smile and projecting voice which she has perfected on tour groups.

Disposition: Anna is a definite A-type personality, quick to give instructions and take decisive action. She is friendly, driven, studious, and very detail oriented – perhaps to a fault.

Hit Points: 15

S.D.C.: 24

Attacks per Melee: 1 attack and 2 non-attack actions per melee round.

Attitude Towards the Lazlo Society: Anna has not had any first hand experience with the Lazlo faction, and she finds other members of the Court hard to believe when they tell exaggerated tales of how Lazlo agents caused them trouble.



Skills of Note: Aerobics Athletics, Bicycling 67%, Chemistry 67%, Dieting (from Rifter #7), Holistic Medicine 47/37%, Parapsychology 43%, Psychology 48%, Recognize psychic abilities 63%, Recognize mind control & possession 54%, Recognize and interpret magic 54%, Read magic 36%, W.P. Blunt (+1 to strike & parry), W.P. Shotgun (+1 to strike).

Bonuses: Needs to roll a 15 or higher to save vs psionics, no hand to hand combat training, +1 to Perception, +3 to save vs Horror Factor & hypnosis, +2 to save vs magic, +2 to save vs possession, +1 to save vs poisons & toxins, +1 to disarm, +4 to parry and dodge, +1 to pull punch, Sense of balance 37%.

Psionics: Anna can unconsciously draw upon the memories of her past life in Bimini (the legendary magic island, probably not the same place as the modern island of the same name). During these times, she can speak Bimi at 90%, read or write Bimi at 75%, and sing at 70%. At the game master's option, Anna may have additional past lives which become significant and provide their own spells or special abilities.

P.P.E.: 10,

Magic: Recognize magic and cast spells from books or scrolls at 36% proficiency.

Money: \$100 under her mattress. She makes minimal spending money from her part time job as a college tour guide. For most of her expenses, she lives off her scholarship. Buzzard Hastings has also offered to finance her investigations.

Equipment: Dorm room, flashlight, hand-held computer with custom mapping software. Her only personal vehicle is a bicycle, but as a ranked member of the Court, she may use the Court's horses and carriages. Her weapons are limited to a baseball bat (1D8 damage), 12 gauge shotgun (5D6 for buckshot), and her own special formula of shotgun ammo which uses various herbs and chemicals that cause debilitating pain to supernatural monsters (-1 to all combat rolls, can not bio-regenerate for 2 full melee rounds, & save vs pain or lose next attack).

Darkness

Created by Max Stone

Real Name: Ieron Tielion

Age: 27

Height: 6feet, 4inches **Weight:** 163lbs.

Race: Darakan

Sex: M

Description:

Black skin short chopped white hair black eyes.

Alignment: Scrupulous

Level: 2 Mutant

Attributes: I.Q.: 18, M.E.:21, M.A.: 18, P.S.: 24, P.P.: 18, P.E.: 22, P.B.: 23, Spd.: 26

S.D.C.: 105

Hit Points: 44

P.P.E.: Chi:

Armor Rating:

Skills of Note: **Education:** Military Specialist (+20%) Basic Military Skill Program (+20%), Assassin (+20%), Espionage (+15%), W.P. Modern Skill Program, Physical (+10%), Speak Native Language (+5%/level) 89% Read and Write Native Language (+5%/level) 64%, Pilot Automobile (+2%/level) 71%, Mathematics: Basic (+5%/level) 59%, Military (Basic) Program, Swimming (+5%) 84%, Running, Climbing (+5%) 89/74%, Military Etiquette (+5%) 69%, Radio-Basic (+5%) 79%, **Assassin Program:** (Espionage/Criminal), Prowl (+5%) 69%, Assassination (+5%)* 64%, Sniper (+2 to strike), Demolitions (+3%)* 100%, **Espionage Program:** Detect Ambush (+5%) 64%, Intelligence (+4%) 64%, Wilderness Survival (+5%) 64%, Land Navigation (+4%) 68%, Tailing (+5%) 64%, **Physical/Athletic:** Boxing, Kick boxing, Body Building, Acrobatics, Acrobatic Skills, Sense of Balance (+2%) 88%, Walk Tightrope or High Wire (+3%) 90%, Climb Rope (+2%) 98%, Back Flip (+5%) 84%, Leap 6' high, 7' long (+2' per level), **Weapon Proficiency:** **Modern Weapons,** W.P. Energy Pistol (+3 to strike aimed, +1 to strike burst/wild), W.P. Energy Rifle (+3 to strike aimed, +1 to strike burst/wild), W.P. Automatic Pistol (+3 to strike aimed, +1 to strike burst/wild), W.P. Sub-Machine gun (+3 to strike aimed, +1 to strike burst/wild). W.P. Semi & Fully Automatic Rifle (+3 to strike aimed, +1 to strike burst/wild), W.P. Bolt-Action Rifle (+3 to strike aimed, +1 to strike burst/wild),

Secondary Skills:

Pilot: Jet Packs (50%/4%), Military Spacecraft Medium (58%/4%), Military Spacecraft Small (64%/4%), Computer Operation (49%/5%), Sensory Equipment (39%/5%), Space Navigation (49%/5%)

Special Note: Radiation Immunity as his body gives off radiation.

Magic Knowledge: None.

Psionics: None

Special Abilities:

Major Powers: **Alter Physical Structure:** Void, Control the Void.

Minor Powers: Healing Factor.

Alter Physical Structure: Void

The character can shift his physical structure to a solid, inky blackness with what looks like "star-flecks" throughout. He keeps his physical shape and is solid enough to interact with the material world, but seems somehow insubstantial and inhuman -a walking piece of the void.

When in void form, the character breathes without air and is impervious to cold, radiation, depressurization, zero gravity and the hazards of space. In fact, he can survive indefinitely in space, like a fish in water.

Natural A.R. 10 and +1D4x10+20 to S.D.C.: when in



void form. Lasers do half damage, but all other forms of energy and attacks do full damage.

This altered form defies gravity and is virtually weightless, allowing him to fly at speeds of up to 100 mph (160 km).

Trans-atmospheric capabilities: Even though the character cannot leave an atmosphere under his own power, he can land on a planet without burning up in the atmosphere. This is done by allowing himself to quickly drift downward in a straight line and land on the ground.

The character can speak in the vacuum of space and does not need any artificial means of propulsion or survival (he is nourished by starlight).

Fights as if he has the Zero Gravity Combat skill and does not suffer any penalties for fighting and moving in space or when in a weightless state (including the use of the Weightlessness power, see Powers Unlimited One, page 50).

Bonuses (due to speed and flight capabilities): +1 attack per melee round, +2 on initiative, +1 to strike, parry and disarm, +4 to dodge, and +1 to roll with impact, punch or fall.

Special Abilities Applicable Only When in "Void" Form:

One with the Darkness: Only the glittering star flecks within his body will give away his position. Still, the character is difficult to see at night or in darkness. Other than the tiny stars visible within the body of his void form, the character's shape seems to merge with the night, making attackers -1 to strike and parry when fighting him. Additionally, his movements are fairly silent, giving him a natural Prowl ability of 40% in the daylight and 75% at night or in space.

In space, the hero is indistinguishable from the rest of the "void," unless he wills himself to be seen or is moving rapidly. If staying still or moving at a speed of 12 or less, he is completely invisible (attackers are -4 to strike, parry and dodge him).

The Chill of the Void: The character's body is as cold as outer space. Anyone touching him without the proper protection (gloves, insulation, full armor, etc.) Takes 1D6 points of damage every time they touch him or he touches them (add to normal punch damage). Only characters who are themselves made of ice or completely immune to cold do not suffer this cold damage, and even characters resistant to cold or from an ice world still take half damage. As noted previously, while in void form, the super being is impervious to cold, including magical cold and even liquid nitrogen.

Night vision and Sun vision: The character can see in total darkness, even magical darkness, created with super abilities, or the utter blackness of a black hole! Likewise, the character cannot be blinded by intensely bright light and can look into the heart of a star without ill effect. Normal range of sight for both.

Depressurize: The character can use a ranged attack that hits victims with a flash of depressurization similar to that of an exposed body in space. Victims who are resistant or immune to the effects of depressurization are not affected by this power, but all others suffer the following: -8 to strike, parry, and dodge and -25% to

skills for 1D4 melee rounds. Even if the victim makes a successful save (16 or higher with no bonuses), the penalties are only reduced by half. The attack is instantaneous and momentarily stuns and disorients the victim.

Range: 100 feet (30.5 m; appears as a bolt of black energy), or by touch.

Damage: None, see above.

Duration: Instant, with the effects lasting for 1D4 melee rounds.

Attacks per Melee: Each blast counts as one melee attack.

Bonuses: +3 to strike on an Aimed shot, no bonus if shooting wild.

Note: This power can also be used to cure the bends.

Remove Air/Suffocation Attack: When in void form, the character can force the oxygen from a localized area, causing those caught in the area of effect to choke, pass out and/or suffocate!

Range: 15 foot (4.6 m) diameter globe around the character or in a specific room or area. Anyone entering the stationary area of effect immediately suffers from the lack of air. They can move out and escape the effects, but may not realize they can do so. If locked in an air less room, they have no place to go unless they can break down the door or escape by some other means.

Damage: The typical individual has about two minutes before they pass out and about 3-4 minutes before they suffocate and die! But, those with an independent air supply, inside a spacesuit or power armor, or who breathe without air, are NOT affected by this power. This ability cannot be used on the inside of an environmental suit. A victim can hold his breath for approximately 5 seconds per P.E.: attribute point, provided he has some idea the attack is coming (i.e., a hero or villain that has fought a void character before and seen or experienced this ability). The victim(s) is -2 to strike, parry, and dodge until he passes out (see the depressurization and suffocation rules in Aliens Unlimited: Galaxy Guide for details). Note that heroes will NOT kill someone this way and should cancel its effects as soon as the target passes out, if not sooner. Victims who pass out but get air before suffocating are usually unconscious for 1D6 minutes.

Duration: The effect can be maintained for as long as the void character desires. But for each melee that the attack is maintained it reduces the character's melee attacks/actions by one for that melee round.

Void Bolt: A short blast of intensely cold energy that can even damage solid items like metals and stone (it makes the bond between their particles brittle and weakens their overall structure somewhat). So cold it actually burns when it hits.

Range: 500 feet (152.4 m) +30 feet (9 m) per level of experience.

Damage: 4D6 per blast.

Duration: Instant.

Attacks per Melee: Each blast counts as one melee attack.

Bonuses: +3 to strike on an Aimed shot, no bonus if shooting wild.

Control the Void

This power enables the super being to manipulate and mimic the conditions of outer space. This means the character only has influence over outer space when actually in space. He or she is far less powerful in an atmosphere.

1. Special Resistance (at all times and in all environments): Can see all spectrums of light, resistant to heat and fire (they do half damage; magic fire does full damage), resistant to laser attacks (they do half damage), and is impervious to radiation, cold and pressure.

2. Star Blast: A powerful bolt of searing energy that can be used in space or any environment. However, range and damage are half anywhere other than in outer space (spaceship, space station, on a planet, etc.). Damage: 1D6x10 in space (5D6 elsewhere). Range: 1000 feet (305 m) +100 feet (30.5 m) per level of experience.

Duration: Instant

Attacks per Melee: Each blast counts as one melee attack.

Bonuses: +1 to strike on an aimed shot.

3. Bolt of Cold: A blast of black energy that is so cold it actually burns when it hits.

Range: 500 feet (152 m).

Damage: 3D6 +1D6 per level of experience per blast.

Duration: Instant.

Attacks per Melee: Each blast counts as one melee attack.

Bonuses: +2 to strike on an Aimed shot.

4. Radiation Heat Blast: This ability can be used in space or any environment.

Range: 100 feet (30.5 m) +20 feet (6 m) per level of experience.

Damage: 3D6 from one hand or eye, or 6D6 damage by a simultaneous attack from both hands or eyes. The victim exposed to the radiation heat blast must roll percentile dice A roll of 01-30% means they have radiation sickness (see page 268 of the HU2 for the effects, penalties and duration of the radiation sickness).

Duration: Instant.

Attacks per Melee: Whether one or two simultaneous blasts, it counts as one melee attack/action.

Bonuses: +3 to strike on an Aimed shot, +1 to strike if shooting wild.

Control Over Space, the following can only be done when in space!

5. Protection from Space: The character can negate all of the harmful conditions of space (i.e. Negate the cold, stop harmful radiation, create a pocket of air, etc.) Around himself and/or inside a crippled spaceship or a 15 foot (4.6 m) diameter bubble around others. This can be maintained for as long as the character consciously desires to keep it in place.

Flawless Sense of Direction and Distance in Space: This ability works to a range of one light year per level of experience. The character can look at a planet and using this power, will be able to tell how far away it is and how long it will take to get there using different forms of conveyance; +10% bonus to all navigation

skills.

Gravity Well and Gateway Activation: The character can use gravity wells, black holes and interstellar Gateways (without the necessary codes or equipment) to jump from one location to another. The character must see the gravity well or Gateway he wishes to activate, either through a viewport, magnetic wall, or from outside a spacecraft. The activation requires a melee round of concentration, but any size well can be opened/activated.

Once the well is open, the character and/or another spacecraft can fly through to another part of the galaxy. The opening lasts only a few seconds and closes 1D4 seconds after he enters the portal. This ability can also be used to ease the trip through a dimensional siphon or black hole, reducing the damage by half; however, such rigorous testing of this power requires the character's total concentration; no melee attacks or actions can be taken while inside a siphon or black hole.

6. Meteor Shower: The character can create one small, soccer ball-sized meteor per level of experience and hurl them at a single target, one at a time or in volleys of two or more.

Range: Up to 6000 feet (1829 m).

Damage: Each one does 5D6 points of damage.

Duration: Instant.

Attacks per Melee: One at a time or a volley of two or more count as one melee attack.

Note: In the alternative, the character can direct an existing meteor weighing up to a ton per level of his experience to avoid hitting him, or to change its course, pick up speed and be directed to hit a specific target. In this case, range is doubled and the meteor does 2D4x10 damage per ton!

Healing Factor

This power provides incredible recuperative abilities and immunity to disease and toxins.

Bonuses:

+2D4 to the P.E.: attribute, +2D6+6 to Hit Points, +25 to S.D.C.: , +20% to save vs. coma/death, +3 to save vs. magic, poison and toxins (this is in addition to the P.E.: bonuses), +3 to save vs. psionic attacks.

The Healing Factor:

Recovers 3 S.D.C.: every 10 minutes (18 per hour)!

Recovers one hit point every 15 minutes (4 per hour).

Special super healing: Can instantly regenerate 4D6 hit points two times per day (24 hour period), Does not fatigue, whatsoever! Resistant to fire and cold; does half damage, Resistant to drugs, toxins, and poisons. When the character doesn't save against them, their effects (duration, penalties and symptoms) and damage are a mere one third normal.

No scarring when healed. Broken bones heal completely, without any sign of having ever been broken, at a rate 10 times faster than normal. This means a leg fractured in several places will be completely healed in about 8-10 days instead of 11-15 weeks

Equipment:

Wardrobe (2 weeks worth), 30" TV with VCR and DVD player, Table Top PC or laptop computer, MP3/CD Ste-

reo System, Small collection of movies, music CDs, DVDs and computer games, Kel-lite flashlight (1 small, 1 medium), Costume (has one spare), CB/police radio, Rope/nylon cord (50-100 feet in length), Two pair of handcuffs, Utility belt
Backpack, Duffle bag, Magnifying glass, Pair of binoculars
Digital pocket tape recorder, Digital Camera, Personal items.

Armor: Military Armored Suit AR 15 SDC 140 (Air Purification and Temp. Control System Rad. Proof Suit) Gravity Pack (200 mph in planet side, Mach One in space 660 mph nuclear powered)

Combat Skill: Hand to Hand-Martial Arts

Attacks per Melee: 5

Combat Bonuses: +4% I.Q.: bonus, +2 to Perception, +6 to save vs. Psionics, +3 vs. Horror Factor, Insanity, Invoke Trust/Intimidation 50%, Carry 480 lbs., Lift 960 lbs., +34% vs. Coma/Death, +4 vs. Pain/Magic, +7 vs. Magic/Poison/Toxin, Charm/Impress 65%, * Additional bonuses include: +5% to Disguise and Forgery, +1 to strike with an aimed shot on all sniper weapons and bows/crossbows, and +10% to Demolitions (but not Demolitions Disposal), Hunters/Vigilantes and Secret Operatives receive a bonus of +10% to this skill.+10 to Roll with Punch/Fall/Impact +5 Pull Punch, +4 to Parry +4 to Dodge, +2 to Strike, +9 to Damage, +2 to Initiative +2 to Disarm, +4 to Maintain Balance, Automatic K.O. on Natural 20 for 1D6 melees, Automatic Parry, Jab 1 S.D.C., Punch 1D4 S.D.C., Cross Punch 1D6 S.D.C., Elbow/Forearm Strike 1D6 S.D.C., Hook Punch 2D4 S.D.C., Knee 2D4 S.D.C.: , Uppercut Punch 2D4+2 S.D.C., Roundhouse Punch 2D4+4 S.D.C., Kick 2D4 S.D.C., Axe Kick 2D6 S.D.C., Roundhouse Kick 3D6 S.D.C., ** Includes the +10% from Assassination.

Weapons:

Slinger Brae: This weapon is named after the assassin who designed it. It is a fully automatic pistol with a top mounted, rear sliding clip. The clip uses a unique "U" spring feed system that doubles the pistol's ammunition capacity.

Feed: 120 rounds.

Range: 160 feet (49 m)

Weight: 4 pounds (1.8 kg)

Length: 9 inches (0.2 m)

Damage: 1D4 points per round/bullet, or short burst of eight rounds which does 4D4 S.D.C., or a long burst (20 rounds) which does 1D4x10 damage. A spray of 20 rounds does 2D4 damage, no bonuses, and hits 1D4 targets, with a 20% chance of hitting an innocent bystander if one is in the area. Only difference between this and the Spitfire is the larger payload. Rate of Fire: Single shot, short/long burst, or spray. Cost: 5,000 credits.

Laser Pulse Rifle: The rifle version of the pulse pistol. Range: 4,000 feet (1200 m), Length: 19 inches (0.5 m), Weight: 5 pounds (2.3 kg). Damage: 5D6 single shot or 1D6x10 per triple pulse. Payload: 24 shot energy clip

(a triple pulse uses 3 shots), Rate of Fire: Single shot or a three beam pulse. Cost: 21,500 credits.

Vehicle: 6 year old car.

Money:

\$190 in his pocket, \$1,300 in cash, \$1,000 in savings.

Dorian

Created by sbpayne77

Dorian's family was among those who understood the nature of the rifts and managed to escape the explosion with a small band of their own people. Unknown to Dorian and his group the rift they escaped through not only transported them to earth, it also transported them 300 years into the future. The group immediately banded together and built a community near the banks of the Mississippi River. Some years later, their small little colony was discovered by a Coalition patrol. The Coalition did their best to exterminate the little settlement but all they were able to do was to scatter them across the planet.

Dorian doesn't see his fellow Lassinikes anymore he is sure they are wandering on Earth same as him. For now he upholds his races right and code of holding magic in high regard. He seeks out those friendly to D-bees and fights for the freedom and Justice for all races. He despises the coalition and embraces those like himself. Dorian, like much of his race, cannot stand anyone who misuses magic.

Alignment: Unprincipled

Sex: Unknown, **Age:** 120 (Lifespan 350), **Height:** 6ft, **Weight:** 390lbs (Dense)

Level: 1 Ley Line Walker

Race Type: Mineral

Race: Lassinike

Appearance:

Rides a silonar with a saddle, Personal Items Include; change of clothes and a bed roll

Dorian feels no need for armor given his nature. He dressed in regular cloths and Leather boots and gloves that cover his entire body. The medallion around his neck contains remnants of his lost civilization. It is his one prized possession. He wears a set of dark goggles and a kind of half mask around ware his mouth and nose would be if he were human. He always wears the hood of his cloak up to hide his face. His garb is arranged so that he may go unnoticed among humans as an alien. He carries his Vibro-Vougle, either on his back or carried in his hand. It is decorated with strange characters and runes form his home planet. His lon blaster is tucked discretely in the nape of his back under his cloak.

Notes on Mineral beings:

Damage Resistant: Kinetic energy/impact weapons, falls, punches and explosive do half damage. Extreme

fire and cold do 10% damage. Impervious to poison and toxins (does NOT eat/drink, or breathe and has no circulatory system)

Regeneration: 2D6 SDC/HP per 24 hours. Hibernates sleep restores doubles per day 4D6 day one 8D6 day two ... Etc. Can regenerate lost limbs and massive damage (Needs 1 extra day per limb)
Mineral beings are considered MD creatures and do MD damage. PS & PE considered supernatural

Lassinakes are composed of a dense material that resembles solid clear glass. They are virtually invisible underwater 90% prowl 1/3 damage from lasers. They feed on ambient PPE and can Store 15 PPE per level

Attributes: I.Q.: 17, M.E.:20, M.A.: 14, P.S.: 23, P.P.:22, P.E.: 21, P.B.: 12, SPD.:27 (18 MPH)

HP: 68

SDC: (225 Base) 256

PPE: 191

Supplemental PPE: 20 at Ley Line 40 at nexus

Natural AR: 14

Combat Skill: Hand to Hand: Expert (Lvl 2)

Attacks per Melee: 4

Combat Bonuses:

+4 Strike, +1 Disarm, +2 Pull Punch, +1 +4 +3 Parry, +1 +4 +3 Dodge, +6 Roll punch fall, Melee Damage +8, +2 Kick Damage, Save v HF +7, Save v Possession +3, Save v Mind Control +2, Save v Curse +2, Save v Psionics +3, Save v Insanity +3, Save v Coma/Death +12%, Save v Magic/Poison +3.

Auto Kick 1D8 (MD), No fear of heights, Auto knockout on (20), Powers: (Racial)
Supernatural PS & PP

Magic:

Globe of Daylight 1(2), Multiple Images 4(7), Armor of Ithan 3(10), House of Glass 5(12), Tongues 6(12), Control the Beasts 6(18), Fly as the Eagle 7(25), Metamorphosis: Animal 7(25), Negate Magic 8(30), Create Gravity Well 15(1100) (Fleets of Three Galaxies p126), Blinding Flash 1(1), Sense Evil 1(2), See the Invisible 1(4), Fear 2(5), Befuddle 2(6), Darkness 2(6) (HU2 p322), B Shadow Meld 4(5) [new spell lvl 2], B Call Lightning 6(5), A Ley Line Fade 7(10) [new spell lvl 2], A Ley Line Tendril Bolts 8(13)
B Teleport: Superior 10(150), A Ley Line Storm Defense 11(90), A Summon Ley Line Storm 12(250), A Dimensional Portal 15(500)

Lay Line Rifter Abilities:

Sense lay line & Magic Energy, Sense ley line, Sense Nexus, Sense Rift, Sense Magic in use, Sense Magic Energy, Read Ley Lines, Ley Line Transmission, Ley

Line Phasing (teleportation), Lay Line Drifting (Hover), Lay Line Rejuvenation, Ley Line Observation Ball, Affinity with Rift and Ley Line Magic, Teleportational Hitchhiking

Skills of Note: (IQ Bonus +3%)

Language: American 98% (has learned since being stranded on Riffs Earth Also knows racial language), Language: Spanish 70%, Language: Elvin 70%, Climbing - 65%, Math: Basic: 55%, Land Navigation 49%, Wilderness Survival 45%, Pilot: Hovercraft 60%, Lore: Demon & Monster 45%, Lore: D-Bee 40%, Lore: Magic 40%, Lore: Cattle & Animals 40%, Lore: Faeries & Creatures of Magic 40%, Literacy: American 45%, Radio Basic 45%, Recycling 35%, Horsemanship: Exotic 55%, Basic Mechanics 35%, Computer Operation, Aerobic Athletics, Balance 35%, Athletics, Running, Body Building & Weight Lifting.

W.P.: Pole Arm, +1 Strike & Parry

W.P.: Energy Pistol, +1 Strike

Equipment:

Weapons:

Vibro-Vougle: 7ft, 6lbs, 5D6 +3 (MD, Aliens Unlimited p164)

NG-57 Heavy-Duty Ion Blaster: 5lbs, 500ft Range, 10 shots, 2D4 or 3D6 Damage
3 extra Clips

Racial Background: (Aliens Unlimited Pg127)

Dorian's Civilization was destroyed 200 years before the great cataclysm. On his home planet of Assin his fellow Lassinikes built themselves an advanced society. His people were so attuned to the magic Lay lines that pulsed on their planet that they wove it into every aspect of life. Lassinike children learned to cast spells at the same time they learned to walk and talk. They conducted trade through mystic portals instead of interstellar ships. In their effort to improve trade routes the Lassinikes began experimenting with the Riffs looking for a short cut. As a result they opened a rift to a world inhabited by intergalactic creatures called the Riathe-nor. These malevolent beings seized the opportunity and began using Assin for their own evil purposes. In the process Assin experienced a cataclysm of its own. However, Assin couldn't survive the strain, and the planet was destroyed.

The Mysterious Gee

Created by sbpayne77

As the Sun rests low on the horizon line out from the cropping of rocks a single being emerges. Small and very thin framed, and gilded in shining armor from head to foot the Figure glides out on the beach surveying the river. The helmet is short covering just the cap of skull, stylized bird wings flanking either side. Short blond hairs stick out just below its nape. Above the eyes, the essence of the golden eyes of a bird of prey and Tapered down the length of the nose ending in a sharp beak just above the lip. The shoulders, chest and leggings of the armor ripple with the feel of feathers instead of metal. The demeanor and mannerism of

the mysterious being shout chivalry. The short saber around the waist and duel NG 57 Ion Blaster hanging from the belt leads one to wonder though! Don't Cyber-Knights use Psi -Swords?

In a flash of light the figure leaps into the water as stark white light erupting from the hand and in an instant back on the beach. The fish now just as surprised to be without oxygen flops vainly around on the grass line and the small figure reaches up to remove her helmet. "That was easy!" Gee thinks to herself as she bends low to light a fire.

"I'm glad though, I am starving" She blows a tuft of her dark blond hair out of her face with her lower lip. Threading her new catch on a stick and lifting it into the fire Gee begins to reflect back into past.

No one knows where she came from. She is the only of her kind she has ever known. Her father's tell her though that there are others. Quick-flex is what they called them.

"Fitting!" She thinks. She has always out performed her peers. Even many of the fathers were impressed by her agility. She seemed to advance quickly. Even now she has mastered abilities Knights more experienced than her have yet to master.

Seventeen years ago. A baby showed up at the door of the order of the hawk. Not knowing what to do but knowing that there was no one the knights trusted the Order decided to raise the infant. They named her Gee because it seemed the only utterance the young babe could make. (Other than wailing of course.) As she grew she was educated and trained in the code of the Cyber-Knight. She was a natural. Excelling at everything she touched.

One day when she was still quite young, she asked her mentor, Obeross, while he was putting her to bed "Who is my Father?" She asked.

"We are all your Father, Gee" was his answer, as he shut the door. From that day on she has always referred to the senior knights of the order as father or "the Fathers" collectively. (Though a few of them were women.)

One her 17th birthday, (or anniversary, since the knights didn't know her actual birthday was) the fathers decided that it was time to put all those years in training into practice. As a parting gift, her mentor, Obeross, presented her with his hover-cycle. She had always had her eye on it and was always partial to vehicles over horses. It was a practical machine designed after the Ancient Road bikes from before the great cataclysm. Obeross had some body work done to it though. Its framing and body covers had been molded to the mock the Feather design of the hawk armor. So, after loading up a few items for the armory and the supply closet Gee set out on her own with the support of the Order "the Fathers"

Name: Gee

Alignment: Scrupulous

Race: Quick-Flex Alien

Sex: F, **Age:** 17, **Height:** 5' 4", **Weight:** 100Lbs, **Eyes:** Green, **Hair:** Dark blond, cut short at the neck

Level: 1 Cyber-Knight

Attributes: I.Q.: 13, M.E.:15, M.A.: 13, P.S.: 26, P.P.: 21, P.E.: 22, P.B.: 9, SPD.: 61

Hit Points: 25

S.D.C.: 87

P.P.E.: 26

I.S.P.: 42

Quick Flex Racial Notes:

Ambidextrous, Double Jointed, High Metabolism, Enhanced Reflexes, Leap 8' High & 8' Long +4 if a running start.

Combat Skill: Hand to Hand Skill: Martial Arts

Attacks per Melee: 7

Combat Bonuses:

Perception +6, Ranged weapons +1, Initiative +5 (Additional +3 against modern guns and machines, +6 against AI's and computers), Strike +4 (additional +3 against tech and modern guns), Disarm +2, Parry +8 (additional +3 against tech and modern guns), (Auto) Dodge +6, Roll With the punch +10, Pull Punch +5, Damage +11

OCC Abilities: (Psionics – Master Psychic)

Psi-Sword (0), Psi-Shield (15), Meditation (0), Telekinesis (Super), Sixth Sense (2), Clairvoyance (4), See Invisible (4)

Telepathy (4), Telekinetic Push (4), Impervious to Fire (4)

Object Read (6).

Skills of Note:

Language: American 98%, Literacy: American 60%, Language: Dragonese/Elf 98%, Language: Spanish 60%, Language: French 60%, Anthropology 45%, Body Building, Climbing 70%, Gymnastics, Balance 65%, Tightrope 65%, Rope Climb 85%, Back Flip 65%, Horsemanship: Cyber-Knight 75%/55%, Land Navigation 58%, Lore: Demon & Monster 50%, Paramedic 55%, Swimming 60%, W.P. Sword, W.P. Shield, W.P. Energy Pistol, W.P. Energy Rifle, Combat Driving, Escape Artist 55%, W.P. Paired Weapons, W.P. Quick Draw, W.P. Targeting, Language: (Choice) 65%, Boxing, Fencing, Prowl 40%, Athletics, Wrestling, Running, Forced March, W.P. Handguns, W.P. Knife, W.P. Heavy MD weapons, Wilderness Survival 40%, Identify Plants & Fruit 35%, Automotive Mechanics 25%, Basic Mechanics 30%, Pilot: Hover cycle 70%, Pilot: Auto 60%, Camouflage 20%, Hunting.

Equipment:

Gee has the following items in the saddle bag of her hover cycle;
Set of Dress Cloths, Set of black Cloths, Gas Mask &

air filter, Tinted Goggles, Hatchet, (Pocket) Knife, (4) Wooden Stakes, Silver Cross, (Around Neck), First Aid Kit, (with extra bandages, antiseptic, suture thread & painkiller), Tent, Knapsack, Backpack, (2) Canteens, Emergency Food Rations, (2 Weeks Worth), Geiger counter.

Personal Items:

Bedroll, Sleeping Bag, Flashlight, Rope, Utility Belt wearing 4 guns, clips & saber loop, Flint and steel, Personal hygiene set, Small eating set (plate, cup, fork, spoon), Small pot for cooking, mall stack of books on Anthropology and Demon Lore

Credits: 1,000
BM Credits: 10,000

White Knight
Created by sbpayne77

Shortly before Alex's tour of duty in the army was over he volunteered as a test subjected for an experiment supported by the US Government. He thought he could use the extra cash as we was planning to start his collage career with his GI Bill. During the experiment he was bombarded by an enormous amount of light and heat. Left to endure with no food or water for days and brought to within an inch of his life to test the limits of human endurance against desert life. He was paid well for his time and sent on his way. Alex went off to collage unaware that his body was now changed. Returning to the dorm after a late night studding Alex was mugged but a ruff looking group of students. As he fought the goons off he found that he was able to manipulate certain aspects of light. At that point he decided to change his major and go into criminal Law. As he pursued his degree and began fighting off more criminals he discovered that the law didn't always protect the innocent. Discouraged by this he set out on his own after graduation to fight against those that would threaten the innocent and the helpless.

Name: Alex Lunas

Power Category: Experiment

Alignment: Anarchist

Race/RCC: Human

Sex: M, **Age:** 30, **Height:** 6'4", **Weight:** 220, **Eyes:** Green, **Hair:** Blond

Level: 1

Experience: 0

Attributes: I.Q.: 12, M.E.: 15, M.A.:14, P.S.: 25, P.P.: 22, P.E.: 22, P.B.: 19, SPD.:29

Hit Points: 28

S.D.C.: 107

Combat Skill: Hand to Hand: Martial Arts (From Mercenary Soldier Program)

Attacks per Melee: 5 (+1 flight)

Combat Bonuses:

Initiative: +2, Strike: +4, Disarm: +2, Parry: +7 (+1 with Shield) (+1 flight), Dodge: +7 (+2 Flight <80mph +4 >80mph), Roll With the punch: +5, Pull Punch: +3
Damage: +10 (+4 per 20mph Flight), Save v Comma/Death +14 %, Save v Magic Poison +4, Charm Impress 45%

Powers/Abilities:

Bend Light

The ability to bend light allows the character to manipulate light radiation like a prism. This can produce a number of effects.

Range: Self or Light Beam—100 ft (30.5 m)

Duration: One melee

1. Separate the color bands of light to produce a colored light beam or radiate about 70 watts of colored light (enough to light up a 10x10 ft room). The colors possible are red, yellow, blue, green, purple, orange, as well as infrared and ultraviolet. Range: Of the beam is 100 ft (30.5 m); does no damage.

2. Blank Spot: (invisibility limited) Can manipulate light to "bend" around the character, Thus making him invisible. However; Creates a "Blank Spot" or ripple that may be detected by an opponent to detect Character. Must roll 18 or higher to detect.

3. Parries lasers and other forms of light beams (flashlights, sunlight, etc.) by bending the light around him, or a 10 ft area, to deflect the beam. Roll just like a normal parry. This ability can be used to deflect mega-damage lasers just as easily, but to not effective against other energy weapons like ion, plasma, or particle beams. (+3 to parry) **Bubble of Light refraction... 100ft

4. Deflect Light beams. Can deflect light beams back from where they originate or at a specific target. First parry then strike but 1 action (no Bonuses)

5. Can see into the infrared and ultraviolet light range. 100 ft (30.5m) is the maximum distance.

Energy Expulsion: Light

Directed Pulse: (Laser)

Range: 600 ft

Duration: Instant

Damage: 2D6 + 1D6 for each level of experience. Experienced characters (3rd level and higher) can regulate the strength of each blast in increments of 1D6 M.D. (see Energy Expulsion: Energy, special attacks)

Blinding Flash: Can also generate a blinding flash.

Range: 10ft.

Duration: 1 melee

Damage: (-8 to victims on combat rolls).

Radiate Light: up to 100 watt +25 watts per level

Attacks Per Melee: Equal to the number of hand to hand attacks per melee. Each blast counts as one hand to hand attack or action for that melee.

Bonuses: + 3 to strike if an aimed shot, + 1 to strike if shooting wild.

Body Weapons

The Character can alter the shape and structure of his extremities to form weapons.

SDC of body weapons: 120

Damage: 1D4 Knife Finger... (4D4 knife claws)

2D6 Club/Mace/Morning star

3D6 Sword/Axe/Glaive

Special Bonuses: +1 Initiative +2 Disarm *Automatic Paired Weapons

Power Weapon

Allows character to surround Melee weapons (Body Weapons) and imbibe it with greater power and damage capability. At 3rd level, character can empower 2 different weapons at once. One for each hand.

Damage: adds an additional D6 to weapon at levels 1, 3, 5, 7, 10, 12 & 15

Energy Shield (Light)

Creates an indestructible shield similar to Psi Shield that can be used to parry and block attacks

Duration: 10 Minutes per level

Bonus: +3 Parry (+Hand to hand Bounces apply)

Flight: Energy (Light)

Ability to fly using expelled energy as propulsion. Legs transform into a long energy tail of light (8-12ft long)

*Leaves a traceable trail for other to follow.

Max Speed: 160mph +20 per level

Side Effect: Requires Energy for Nourishment;

Cannot eat or drink Must absorb 200,000amps or 6 hours of light per day

*Energy Resistant: Electricity, Heat & Laser blasts do half damage.

Skills of Note:

Education: Master's Degree (Criminal Science) +25% (Professional Mercenary Soldier Program: GG 193). Military Etiquette 45%, Tracking +15%, Read sensory Equipment +15%, Pilot Basic: Choice, Pilot: Advanced: Helicopter, Pilot: Advanced: Jet Fighter, Pilot: Advanced: Tanks and APC's, Acrobatics, Balance 60+2%, Tightrope 60+3%, Rope Climb 70+2%, Back Flip 50+5%, Climb 40%, Prowl 30 +5%, Boxing, Detect Ambush, Escape Artist, Interrogation, Wilderness survival, Camouflage, Recognize Weapon Quality, Parachuting, Trap/Mine Detection, Radio Basic, Criminal Science, Law, Intelligence, Street wise, Pick Locks, Computer Hacking, Seduction, Find Contraband & Illegal weapons, Computer Operation, Research, Surveillance Systems, Writing, Body Building, Running, Athletics (General), Land Navigation, Computer Programming, First Aid, Identify Plants and Fruit, Pilot: Hover-cycle, Fishing, Hunting, Paired Weapons, W.P.: Blunt, W.P.: Energy Pistol, W.P.: Energy Rifle, W.P.: Sword, W.P.: Knife, W.P.: Shield, W.P.: Pistol

Equipment:

Personal Items: Personal Hover-car 3 years Old, Sporty, White with tinted windows

Money: \$2,300 - Life savings 6,000

Whitney Stone

Created by sbpayne77

Whitney Is from a race of mineral beings who resemble finely sculpted marble statues, much like those of Ancient Greece. In their natural state thy resemble humans except that they are stark white and as cold

to the touch as marble. All Statuesque have the inherent ability of shape change and can add skin tone and color to their bodies to make themselves appear more human. However because they are "living" marble they are always cold to the touch (unless their surface is heated in some way externally) and their "skin" always feels hard as stone. Statuesque wear cloths when in the presence of organics because they know that their finely chiseled features can make organics uncomfortable. However among their own kind they are basically nudists. Though they do not reproduce sexually, they tend to pair off with one who has the opposite gender appearance to themselves.

Reproduction is achieved after a pair bond has been formed. First the couple sculpts a figure out of solid marble (abundant on their planet). Then in a special ceremony the couple is able to summon their life essence and "breathe" a part of it into the sculpture. The new life is then formed as it was sculpted. Statuesque "children" often appear as fully grown adults. They are able to use their shape change ability to appear as a child; however they only usually do this when they are living among organic beings. This process can only be repeated once every year.

Whitney's race is advanced and has space ferrying technology. She volunteered to undergo an experiment sponsored by her government. The experiment was suppose to improve their abilities and allow them to form a skin closer to organics to the touch. It involved targeted radiation to specific areas of their structure. However the experiment deemed a failure and Whitney was released and paid for her contribution. It was about a year later that Whitney began to realize that her shape changing abilities had grown more encompassing. She found she was able to shape change into more than just humanoid figures. She found she could emulate just about anything. Though anything she "shifts" into still has a hard and cold feel to the touch, visually, Whitney can become anything form an acorn to a Refrigerator.

Because of the Statuesque abilities they are highly sought as Intelligence agents. Whitney is the epitome of that. Shortly after she discovered her new powers she enlisted in the military of her home world of Greeshia and received training in espionage and combat. After her tour was over she set out to find a place in the Galaxy where her unique skill set would be useful. Whitney was monitoring the transmission waves coming from a small blue planet of Organics during her patrol of the sector and found the whole what she heard distasteful. She has come to earth to help the "rebels" fight for their freedom.

Nick/Hero Name: "Stone"

Alignment: Scrupulous

OCC/Power Category: Alien/Experiment

Race: Statuesque

Sex: F (Normal Appearance), **Age:** 150 (Lifespan 1000 years), **Height:** 5' 6" (can vary), **Weight:** 380



Ibs, Eyes: (Varies), **Hair:** (Varies)

Notes on mineral beings:

Damage Resistant: Kinetic energy/impact weapons, falls, punches and explosive do half damage. Extreme fire and cold do 10% damage

Impervious to poison and toxins (does NOT eat/drink, or breathe and has no circulatory system)

Regeneration: 2D6 SDC/HP per 24 hours. Hibernate sleep restores doubles per day 4D6 day one 8D6 day two ... Etc. Can regenerate lost limbs and massive damage (Needs 1 extra day per limb)

In an MD World Mineral beings are considered MD creatures and do MD damage. PS & PE considered supernatural

Natural AR: 14

Racial Powers:

Shape change

Additional Powers (resulted from experiment):

Animal Metamorphosis (All), Polymorph

Level: 1

Attributes: I.Q.: 15, M.E.:20, M.A.: 14, P.S.: 30, P.P.: 22, P.E.: 16, P.B.: 14, SPD.: 90 (about 70 mph)

Hit Points: 20

S.D.C.: 361

M.D.C.: 381

Combat Skill: Hand to Hand: Expert

Attacks per Melee: 6

Combat Bonuses:

Strike: +4, Parry: +7, Dodge: +7, Roll With the punch: +5, Pull Punch: +3, Damage: +15, Critical hit on 18-20,

Saves v Psionics +3, Saves v Insanity +3, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Auto Pistol, W.P. Auto/ Semi Auto Rifle, W.P. Blunt, W.P. Knife, W.P. Thrown,

Skills of Note:

Art 98%, *Education: Galactic Mercenary Professional (Galaxy Guide p193), Military Etiquette 50%, Tracking 40%, Radio: Laser 40%, Pilot: Hover Car

Police

Created by Scott Gastineau

Urban police are often called constables, coppers, or cops. A rookie will be 1st or 2nd Level. A veteran police officer will probably carry the rank of sergeant and should be 6th Level or higher. A police captain may be 8th Level or higher.

Typical Police Officer, Rookie

Created by Scott Gastineau

Alignment: 70% Principled, 20% Scrupulous, 10% other.

Attributes: I.Q.: 10, M.A.: 10, M.E.: 10, P.S.: 10, P.E.: 13, P.P.: 10, P.B.: 10, Spd.: 20.

Experience: This character is represented as being a 1st Level Ordinary Person, Beyond the Supernatural™, 2nd edition.

Hit Points: 13

S.D.C.: 33

Skills of Note: Athletics, Automobile 68%, Combat Driving, First Aid 45%, Land Navigation 46%, Law 55%, Radio: Basic 60%, Road wise 31%, Running, Streetwise 40%, Streetwise: Weird 40%, Swimming 50%, Hand to Hand: Expert, W.P. Blunt (+1 to strike and parry), Handguns (no bonus to strike), and Energy Gun (for electric stun pistols, this skill is from 1st edition, +3 to strike).

Bonuses: Needs a 15 or higher to save vs psychic attacks, +3 to Perception, +2 to save vs insanity, +1 to save vs. Horror Factor and magic, 4 attacks per melee round, +1 to parry and dodge, +5 to pull punch, +4 to roll with impact.

Psionics: Usually none, closed to the supernatural. As with any other profession, there is a small chance that any police officer may be a psychic also.

P.P.E.: 4

Savings: \$6000 in a bank.

Equipment: A well tuned squad car with a two-way radio and a siren, a pistol (typically a Glock with 17 bullet magazine, 2D6 damage, about 164 ft or 50m range), baton (1D6 damage), stun gun (100 ft or 30.5m range, targets are -10 to strike, parry and dodge for 2D4 melee rounds), hand cuffs and portable two-way radio.

Vagrant

Created by Scott Gastineau

You can call this character a transient, bum, hobo, bag lady, nomad or simply homeless, but the fact remains – this character is a poor person with no permanent home. Sometimes, vagrants are employed but are not paid enough to afford housing, such as vagrants who work as street performers or farm laborers. There are many who choose to be homeless. Others are content to pan-handle and beg for a living. (There is an actual Begging Skill in *Mystic China*™.) Many vagrants suffer from mental disabilities or drug or alcohol dependency which prevents them from maintaining a reliable income. Others are former prisoners who choose the life of a vagrant because apartments remind them of jail cells too much. Vagrants tend to be nomads moving frequently from one community to another, searching for new opportunities or fleeing from inhospitable climates. Even political refugees could be considered to be vagrants. Vagrants are often skilled in the ways of survival – finding food sources and other resources that most people would overlook.





Alignment: 10% Scrupulous, 20% Unprincipled, 30% Anarchist, 40% other.

Attributes: I.Q.: 10, M.A.: 8, M.E.: 8, P.S.: 10, P.E.: 10, P.P.: 10, P.B.: 10, Spd.: 10.

Experience: This character is represented as being a 1st Level Ordinary Person, Beyond the Supernatural™ 2nd edition with the occupation of *Vagrant (new)*.

Hit Points: 13

S.D.C.: 15

Skills of Note: *Cook 35%, Wilderness Survival 40% or Streetwise 20%, Brewing: Medicinal 25%/30%, Camouflage 20%, Streetwise: Weird 50%, Prowl 35%, I.D. Undercover Agent 30%, Salvage 35%, Fasting 40%, and Land Navigation 36%*, no Hand to Hand training.

P.P.E.: 2

Bonuses: Needs a 15 or higher to save vs psychic attacks, +2 to Perception, +2 to save vs insanity, +1 to save vs. Horror Factor and magic, 2 non-combat actions or 1 attack per melee round.

Special Bonuses: *Special Ability: Vagrant Perceptions.* Being homeless has an effect on a person's point of view. Vagrants can notice things that other people do not. Vagrants gain a +1 bonus to all Perception Rolls (already added to the above bonuses).

Vagrant Stealth. Vagrants tend to pass beneath the notice of many people. Ordinary people see the homeless, but they don't focus on the sight and quickly forget. Whenever in an urban environment in a crowd of people, a vagrant will gain a +10% bonus to certain skills like prowl (already added to the above percentages). The Vagrant must have learned these skills already; the ability does not bestow them. If the vagrant is not in a crowd of people or outside of the urban landscape, these bonuses do not apply.

Vagrant Survivalism. A vagrant has developed a curious skill set which is different from other skills because it involves much improvisation, jury-rigging and an instinctual rather than learned alertness. There are homeless people who don't develop such abilities, but they simply don't last as long in the harsh worlds common to most games. Vagrants can create makeshift objects such as simple tools, sleeping quarters and cooking areas even if they don't have the normal skills for such tasks. Also, sleeping vagrants can wake up and be alert at the lightest sound when danger or trouble approaches. No roll is necessary to use any of these abilities.

Advantages: Vagrants to be unnoticed by most people until they want to be noticed. They can move from one town to another freely with little to no responsibilities from career or family.

Disadvantages: There are many. Insanities run rampant in the vagrant population of most countries. The pay can be surprisingly good at times from pan-handling or day labor, but that money tends to vanish quickly, going to alcohol, drugs, gambling or just being lost when stolen by another vagrant. Yes, crime is also rampant within the vagrant populations. Police in many areas tend to not worry much about defending vagrants and will only put forth a minimal effort to investigate crimes committed against them.

Pay and Equipment: On rare occasion, a vagrant will come into a good amount of money, but the money is never reliable. Most vagrants will only have \$5x1D10 at any given time. Other equipment is limited to what they can carry – a large backpack, a flashlight or lantern, one basic tool which may be used as a weapon such as a knife (1D6 damage) or cane (1D8), canteen, and sometimes a small tent.

Mongolian Soldiers of the Horde

Created by Scott Gastineau

The Mongolian army of Ghengis Khan is legendary. Within one generation, it transformed from a loose collection of nomadic tribes into the swiftest and most effective army that the world had ever seen. With cavalry soldiers at this front, the Khan is unstoppable. The Mongolians are not ignorant brutes but have their own sophisticated culture based upon military order and family. These are highly trained soldiers. Horde soldiers are unparalleled riders. Soldiers travel with their families, thus making the horde a truly nomadic society. Their martial arts prowess and weapon mastery make them dangerous warriors in one-on-one combat, but the horde prefers to use ranged attacks and intricate strategies.

Weapons: Every Horde Soldier's pride is his weapons. The most valued is the spear. These spears were heavy with thick wooden shafts and steel points. The Mongolian spear is designed for melee combat from horseback or on foot, but it can be used as a throwing weapon. The spears allowed the soldiers to use the full force of a mounted charge when breaking through enemy shields. Horde soldiers have a tradition of attaching tassels of horse hair to their spears, thus designating a particular spear as the physical embodiment of warrior's own soul. (6 ft or 1.8m long, 4 pounds or 1.8kg, usually 1D6 damage)

The most infamous weapon in the Mongolian arsenal is clearly the recurved bow. Horde Soldiers avoid close range combat whenever possible. The soldier shoots with this bow at their enemies from long distances, longer than the range from which the enemy can usually counter-attack. This short wooden bow was constructed from several pieces and could take a year to complete. The special shape offers more strength and resistance than a normal bow of its size. The bow is about 3'3" or 1m long with an average range of 150m. A variety of specialty arrows are used including heavy arrows for punching through armor (reduces target's A.R. by -1,



usually 2D6 damage), lighter flight-arrows for distance and accuracy (usually 1D6 damage, maximum range of 1640 ft or 500m), and even flaming arrows (usually 1D6 damage).

Each soldier carries at least one back-up weapon for times when his preferred weapons were lost or close combat was unavoidable. The most common Mongolian sword is a long sword called the ild (3 ft or 0.9m long, usually 1D10 damage). Short but heavy iron maces were sometimes used instead (usually 1D8 damage).

Another weapon often carried by a Horde Soldiers is a glaive. This long-bladed polearm is used for dismounting enemy cavalry soldiers (up to 7'6" or 2.3m long, usually 2D6 damage).

Though not exactly a weapon, arguably the most important item carried and used by all Horde Soldiers were stirrups. Among the earliest people to use stirrups, the Horde Soldiers are able to stay on their horses even when taking knock-down blows. Stirrups are the secret to feasibly keeping a large cavalry on horseback for most of the day.

Mongolian armor is a complex amalgamation of materials. The inner layer is a suit of strong silk. The major purpose of the silk is to facilitate less damaging field surgery. Arrows which penetrated the armor and often the flesh often do not tear the silk but carry a piece of silk into the flesh, and thus removing the arrow points is easier and cleaner. The next layer is a made of overlapping plates of hardened leather. Above that is a layer of a few strategically positioned plates and a steel helmet. The statistics of Mongolian armor are the same as studded leather, A.R. 12 and 38 S.D.C.

New Skill – Horsemanship: Mongol

The base skill percentage is 40% + 5% per level. The skill percentage for racing is 20% + 5% per level

The Mongolians have mastered the art of mounted combat. Their cavalry is second to none in the world in terms of both skill and swiftness. Horde soldiers practically live in their saddles. This skill includes not only riding ability and tactics but also knowledge of how to properly care for the horses. The following combat bonuses are added to any other combat bonuses, but they only apply when the rider is on horseback.

Horde soldiers suffer no penalty to perform ranged attacks when on horseback – even when racing.

+1 to Initiative.

+5 SDC to damage in melee combat against unmounted opponents and stationary targets due to height and leverage advantages.

+2 to Parry against attacks made by mounted opponents but not those on the ground.

+2 to Dodge.

+1 to Roll with Impact.

Roll with Impact Special! A Horde rider can stay in the saddle after a knock over hit if a successful Roll with Impact roll is made. For example, say that a Grunt is tackling a Horde Soldier from the top of a roof. The Grunt takes the Soldier by surprise and thus there is no roll to Parry nor Dodge. The Grunt rolls a modified 18 to strike. Damage is rolled and applied, but the question

is whether or not the Soldier is being knocked off his horse. The Soldier rolls a twenty sided and adds all bonuses to Roll with Impact (including the +1 bonus from this skill). The Soldier's-bonus modified total is also 18. Because defenders usually receive the benefit from ties in any opposed rolls, the Soldier needed to roll a modified 18 or greater to stay in the seat. The Soldier still loses an attack per melee round for the effort of Rolling with Impact, but he manages to remain seated. Had he fell, he would have taken an additional 1 point of S.D.C. or Hit Point damage from the fall.

Riding Charge Attacks! Charge attacks are possible from horseback with any melee weapon long enough to reach the target. Charging grants +2D6 damage to an attack with a sword, club or similar weapon. Charging with a spear grants +3D6 damage. These extra dice replace the +5 S.D.C. bonus, not supplementing it. Of course, the character needs room to perform a charging attack, so charging the same opponent more than once per melee round isn't feasible.

Typical Mongolian Soldier

Created by Scott Gastineau

Alignment: Aberrant.

Attributes: I.Q.: 10, M.E.: 9, M.A.: 11, P.S.: 15, P.E.: 14, P.P.: 13, P.B.: 6, Spd.: 11.

Experience: 1st Level Horde Soldier, Ninjas & Super spie^s™.

Age: 22, **Sex:** male.

Hit Points: 18

S.D.C.: 68

Chi: 14

Skills of Note: Language: Mongol 98%, Literacy: Mongol 80%, Paramedic 55%, Land Navigation 50%, Horsemanship: Mongol 50% (*new*), Wilderness Survival 35%, Detect Ambush 40%, Wrestling, Tracking 30%, Prowl 30%, W.P. Spear (+1 Strike & Parry), W.P. Large Sword (+1 Strike), W.P. Bow (+1 Strike, 2 shots per melee round), W.P. Siege Weapons, and Hand to Hand: Mongol Soldier (similar to Ch'a Ch'uan Kung Fu in N&SS™, Page 86).

Bonuses: Needs a 15 or higher to save vs psychic attacks, 4 attacks per melee round, +1 to Strike, +2 to Parry and Dodge, +6 to roll with impact, and +2 to Leap (10'/3m distance).

Psionics and Magic: None.

Martial Art Moves: Auto-parry, Multiple Dodge, Pin on a roll of 18-20, Strike (punch) & Backhand Strike 1D4, Kick 1D8, Wheel Kick 1D10, Jump Kick 1D8 & always critical, Flying Jump Kick 1D10 & always critical, and Reverse Turning Kick (combination dodge & kick) 1D8 & always critical.

Martial Art Powers: Dam Sum Sing (a.k.a. Endurance Training), Falling Technique (takes no damage when falling from a horse and greatly reduced damage from greater heights), and Weapon Kata: Spear (allows the soldier to use full range of attacks and bonuses while wielding a spear) in addition to +1 to Strike and +1 to Parry from W.P. Spear.

Savings: 13 Chinese silver coins, 2 Chinese gold coins.

Equipment: a set of clothes and a towel, two horses with riding gear, soft boots, spear, recurved bow, quiver of twenty arrows (type of choice), ild long sword or heavy mace, iron or bronze knife, glaive polearm or small shield of wood and iron (+3 to Parry), two water skins, a week's worth of dried rations including red meat or fish, Mongolian armor of hardened leather, coin purse (silk or leather), simple grooming tools, and a few personal items or tools that can fit into a saddle bag. If the soldier has a family, his family will travel behind him in their own horse-drawn wagon.

Experienced Mongolian Soldier

Created by Scott Gastineau

Some soldiers are more experienced than others. After fighting in a theater of war for some time, a soldier is more likely to be third level. He is coming into his own as a legendary warriors at this point.

Alignment: Aberrant.

Attributes: I.Q.: 10, M.E.: 9, M.A.: 11, P.S.: 18, P.E.: 14, P.P.: 13, P.B.: 6, Spd.: 12.

Experience: 3rd Level Horde Soldier, Ninjas & Super spies™.

Age: 22, **Sex:** male.

Hit Points: 26

S.D.C.: 76

Chi: 14

Skills of Note: Language: Mongol 98%, Literacy: Mongol 90%, Paramedic 67%, Land Navigation 58%, Horsemanship: Mongol 60% (*new*), Wilderness Survival 45%, Detect Ambush 50%, Wrestling, Tracking 40%, Prowl 40%, W.P. Spear (+1 Strike, +2 Parry, +1 Thrown), W.P. Large Sword (+2 Strike & Parry), W.P. Bow (+3 Strike, 3 shots per melee round), W.P. Siege Weapons, Hand to Hand: Mongol Soldier (similar to Ch'a Ch'uan Kung Fu in N&SS™, Page 86), *Athletics and Boxing*.

Bonuses: Needs a 15 or higher to save vs psychic attacks, 5 attacks per melee round, +1 to Strike, +4 to Parry, +2 to Dodge, +6 to roll with impact, +4 to Leap (16'4.9m distance), +3 to damage from P.S., and critical strike on a natural 19 or 20.

Psionics and Magic: None.

Martial Art Moves: Auto-parry, Multiple Dodge, Pin on a roll of 18-20, Strike (punch) & Backhand Strike 1D4, Kick 1D8, Wheel Kick 1D10, Jump Kick 1D8 & always critical, Flying Jump Kick 1D10 & always critical, and Reverse Turning Kick (combination dodge & kick) 1D8 & always critical, and *Knock-Out on a called shot and natural 20*.

Martial Art Powers: Dam Sum Sing (a.k.a. Endurance Training), Falling Technique (takes no damage when falling from a horse and greatly reduced damage from greater heights), and Weapon Kata: Spear (allows the soldier to use full range of attacks and bonuses while wielding a spear) in addition to bonuses from W.P. Spear.

Savings: 10 Chinese silver coins, 3 Chinese gold coins.

Equipment: a set of clothes and a towel, two horses with riding gear, soft boots, spear, recurved bow, quiver of twenty arrows (type of choice), ild long sword or heavy mace, iron or bronze knife, glaive polearm or small shield of wood and iron (+3 to Parry), two water skins, a week's worth of dried rations including red meat or fish, Mongolian armor of hardened leather, coin purse (silk or leather), simple grooming tools, and a few personal items or tools that can fit into a saddle bag. If the soldier has a family, his family will travel behind him in their own horse-drawn wagon.

Veteran Mongolian Soldier

Created by Scott Gastineau

A smaller portion are veterans of the Khan's earlier campaigns, fifth level soldiers. These veterans are usually officers in the Khan's army.

Alignment: Aberrant.

Attributes: I.Q.: 10, M.E.: 9, M.A.: 11, P.S.: 18, P.E.: 14, P.P.: 13, P.B.: 6, Spd.: 12.

Experience: 5th Level Horde Soldier, Ninjas & Super spies™.

Age: 22, **Sex:** male.

Hit Points: 34

S.D.C.: 76

Chi: 14.

Skills of Note: Language: Mongol 98%, Literacy: Mongol 98%, Paramedic 81%, Land Navigation 64%, Horsemanship: Mongol 70% (*new*), Wilderness Survival 55%, Detect Ambush 60%, Wrestling, Tracking 50%, Prowl 50%, W.P. Spear (+2 Strike, +2 Parry, +2 Thrown), W.P. Large Sword (+2 Strike, +3 Parry, +1 Throw), W.P. Bow (+4 Strike, 5 shots per melee round), W.P. Siege Weapons, Hand to Hand: Mongol Soldier



(similar to Ch'a Ch'uan Kung Fu in *N&S*™, Page 86), *Athletics*, *Boxing*, *Swimming*, *Go (strategy game)*, and *Language of Choice* 60%.

Bonuses: Needs a 15 or higher to save vs psychic attacks, 5 attacks per melee round, +2 to *Strike*, +4 to *Parry*, +2 to *Dodge*, +6 to *Roll with Impact*, +5 to *Leap* (22'/6.7m distance), +3 to *damage from P.S.*, *critical strike on a natural 19 or 20*, and +2 to *Back flip*.

Psionics and Magic: None.

Martial Art Moves: Auto-parry, Multiple Dodge, Pin on a roll of 18-20, *Strike* (punch) & *Backhand Strike* 1D4, *Kick* 1D8, *Wheel Kick* 1D10, *Jump Kick* 1D8 & always critical, *Flying Jump Kick* 1D10 & always critical, and *Reverse Turning Kick* (combination dodge & kick) 1D8 & always critical, and *Knock Out on a called shot and natural 20*.

Martial Art Powers: *Dam Sum Sing* (a.k.a. *Endurance Training*), *Falling Technique* (takes no damage when falling from a horse and greatly reduced damage from greater heights), *Weapon Kata: Spear* (allows the soldier to use full range of attacks and bonuses while wielding a spear) in addition to bonuses from *W.P. Spear*, and *One Life One Heart One Shot One Kill* (useful with any weapon, grants +1 bonus to *Strike* for each melee round spent focusing before the attack).

Savings: 10 Chinese silver coins, 6 Chinese gold coins.

Equipment: a set of clothes and a towel, two horses with riding gear, soft boots, spear, recurved bow, quiver of twenty arrows (type of choice), *ild long sword or heavy mace*, iron or bronze knife, glaive polearm or small shield of wood and iron (+3 to *Parry*), two water skins, a week's worth of dried rations including red meat or fish, Mongolian armor of hardened leather, coin purse (silk or leather), simple grooming tools, and a few personal items or tools that can fit into a saddle bag. If the soldier has a family, his family will travel behind him in their own horse-drawn wagon.

Takhi Horses

Created by Scott Gastineau

Horses are an important part of Mongolian culture. In the Mongol dialect, they are called "takhi" which literally translates as "spirits." These animals are both sacred and subservient to the Mongol riders. The horse herds of the Horde offer several benefits. The Khan is able to move his forces with unparalleled speed. Scouts and messengers have much greater range on horseback. The riders have a commanding view of most battlefields from horseback in addition to the tactical benefits of leverage and speed. With the invention of the stirrup, the Horde has become the world's cavalry to truly master mounted warfare.

The specific type of horse domesticated by the Horde is the Takhi. Zoologists name them Przewalski's Horses. The Takhi are distinct from typical domesticated horses.

The Takhi possess two extra chromosomes and shorter legs.

The Takhi are attractive creatures. They have coats of short hair which ranges from light brown to reddish brown. They have lightly colored underbellies and muzzles. Their ears are short and their tails are long. Their manes are medium-length stick hair. Their tails, legs, and manes are black. A horse is considered adult when it reaches the height of thirteen hands (4'6" or 1.3m). As adults, they each weigh about 770 pounds (350kg).

The Takhi are considerably tougher than normal horses. They walk within an hour of being born. They can graze on scrub brush and dry bits of vegetation which would make other horses starve. Takhi horses sleep for only four hours per night. In the wild, they typically wander up to six miles per day while grazing, but they can walk several times that if urged by a rider or guide. They are comfortable in desolate locations ranging from hot deserts to frigid tundras. Due to their shorter legs, they are not as good at sprinting compared to other horses.

Although tough, Takhi horses require attention if they are to remain in working condition. They must be provided water several times per day. They must be brushed and horseshoed regularly. Any injuries must be treated with the greatest of care to prevent infection, muscle damage, or great blood loss.

Here are the statistics of a typical horse. These statistics are adapted from those listed in *Rifts: Atlantis*™.

Attributes: I.Q.: high animal, Spd.: Average 30.

Trotting Speed: roughly 20 mph (32 km).

Running Speed: roughly 40 mph (64 km) for 1D4 hours.

Hit Points: 48

Personal S.D.C.: 80

P.P.E.: 12 (roll of 4D6).

Attacks per Melee: 3

Martial Art Moves: *Bite* (1D4 damage), *Kick with front leg* (2D6), *Kick with hind leg* (4D6), and *Charging Head Butt* (2D4 damage plus 80% chance of knocking down any opponent weighing 300 pounds or less).

Skills: *Land Navigation* 50%, *Swimming* 50% and *Detect Ambush* 25%.

Special Abilities: Keen hearing.

Psionics: All horses share a few natural abilities which cost no ISP to use. These powers help the animals to detect and avoid the presence of the supernatural: *See the Invisible*, *Sense Evil*, *Sense Magic*, *Sixth Sense*, and *Empathy*. The range of all powers is 600' (183m).





75%, Pilot Military Spacecraft (Small) 71%, Depressurization Training, Zero Gravity Combat: Basic, Disguise 40%, Escape Artist 30%, Forgery 20%, Imitate Voice & Impersonation 51%/31%, Camouflage 20%, Demolitions 60%, Find Contraband & Illegal Weapons 26%, Nuclear, Biological & Chemical Warfare 35%, Pilot: Robot 30%, Pilot: Jet Fighter 40%, Pilot: Helicopter 35%, Streetwise +5%, Acrobatics, Balance 60%, Tightrope 60%, Rope Climb 70%, Back Flip 50%, Climbing 40%, Prowl 30%, Boxing, Computer Operation 40%, Land Navigation 36%, Wilderness Survival 30%, Athletics, Running, Body Building

Equipment:**Weapons & Armor:**

Laser Rifle: Range 1200' Damage 6D6, 20 Shot clip (has 5 additional clips)

Kisenite Knife: Damage 2D4

Stun Club: Damage 1D6 -4 strike, parry, dodge, 1/2 spd, loose int. for 2D4 melees

Whitney needs no armor but can give the illusion of armor and clothes through her Shape change and polymorph abilities.

***Additional Equipment:**

Instead of rolling on the special vehicles Table, Whitney has a small space fighter at her disposal. I used the rules in AU Galaxy Guide. It also has atmospheric capabilities. (The ship works like a jet fighter, and is definitely alien looking. [See separate sheet])

Personal Items: Cross strap Holster for Knife and Club.

Credits/Money: \$10,000



Medium Level Characters

Range(4-8)

Typical Sheriff's Deputy

Created by Scott Zaboem

Alignment: 60% Principled, 30% Scrupulous, 10% other

Attributes: SPD.: 20, all others are 10

Experience: This character is represented as being a 5th Level Ordinary Person. A rookie will be 1st or 2nd Level. A sergeant should be 6th Level or higher, and an actual sheriff may be 8th Level or higher.

Hit Points: 20

S.D.C.: 33

Attitude Towards the Lazlo Society: "I don't much care what club you've joined. You still have to pay attention to the speed limit, Ma'am. If we need your help, we'll ask you. Now sign here."

Skills of Note: Athletics, Automobile 87%, Combat Driving, First Aid 80%, Land Navigation 66%, Law 75%, Radio: Basic 80%, Road wise 51%, Running, Streetwise 60%, Streetwise: Weird 60%, Swimming 70%, W.P. Blunt (+1 to strike and parry), Handguns (+2 to strike), and Energy Gun (listed in 1st edition, for electric stun pistols, +3 to strike).

Hand to Hand: Expert

Attacks per melee: 5

Bonuses: Needs a 15 or higher to save vs psychic attacks, +3 to Perception, +2 to save vs insanity, +1 to save vs. Horror Factor and magic, +1 to strike, +2 to disarm, +4 to parry and dodge, +5 to pull punch, +4 to roll with impact, karate punch for 2D4 damage or karate kick for 2D6 damage.

Psionics: None, closed to the supernatural. As with any other profession, there is a small chance that any sheriff or deputy may be a psychic also.

P.P.E.: 4.

Savings: \$6000 in a bank.

Equipment: A well tuned squad car with two-way radios and siren, a revolver (typically 6 bullets, 2D6 damage, about 165 ft or 50m range), baton (1D6 damage), stun gun (100 ft or 30.5m range, targets are -10 to strike, parry, and dodge for 2D4 melee rounds), hand cuffs, and portable two-way radio.

Typical Villager

Created by Scott Zaboem

The terms "tribe," "tribal," and "villager" are used very loosely here. They refer to any small, isolated community of people with limited technology and financial resources. This tribal village could be an Amish com-

munity in Pennsylvania or a clan of hunter-gathers in the rain forest of Brazil. These villages typically have ten to thirty members.

Alignment: 40% Principled, 50% Scrupulous, 10% other.

Attributes: P.S.: 6, 10 for each.

Experience: This character is represented as being a 5th Level Ordinary Person. A villager leader or elder will be at least 8th level.

Hit Points: 36

S.D.C.: 21

Attitude Towards the Lazlo Society: "Huh? Is that one of those political parties that the people in the city join?"

Skills: fluent in native language 92% and two others 62%, may or may not be literate depending on the local culture, all domestic skills at 50% or higher, Wilderness Survival 65%, one Horsemanship skill or Kayaking & Canoeing 70%, Holistic Medicine 50%/40%, Lore: Superstitions 50%, Lore: Religion 55%, Outdoors man ship, Physical Labor, Swim 70%, Botany 60%, Zoology 50%, Land Navigation 52%, W.P. Blunt (+1 to strike and parry), Knife (+2 to strike, parry, or throw), and two other weapons proficiencies as are appropriate.

Hand to Hand: Basic

Attacks per melee round: 5

Other skill packages: Each person in the village typically has a specialization or talent. This can be any additional technical skill (art, breed dogs, leather working, etc.), Any additional wilderness skill (carpentry, track & trap animals, herding, etc.), or a 10% bonus to any domestic skill of choice.

Bonuses: Needs a 15 or higher to save vs psychic attacks, +1 to Perception, +2 to save vs insanity, +1 to save vs. Horror Factor and magic, +1 to strike, +1 to disarm, +2 to parry and dodge, +2 to roll with impact, kick attack for 1D8 damage.

Psionics: None, closed to the supernatural. As with any other profession, there is a small chance that any villager may be a psychic also. When this happens, the powers developed tend to respond to the needs of the community, so Psychic Healers are the most common followed by Latent Psychics, Fire walkers, and Diviners.

P.P.E.: 4 (children have 24, teenagers have 9).

Savings: About \$500 worth of trade goods but no money.

Equipment: 3 ancient-style weapons of excellent quality or else three tools which could be used as weapons if so needed. Some villages have a communal cache



of older model firearms, but only the village leader has permission to remove them. Beyond that, each family has its own small dwelling, often a farmhouse or hut, and a small collection of domesticated animals. These people don't have much, but what they have is exactly what they need to live and prosper in their environment.

Elite Village Warrior

Created by Scott Zaboem

Alignment: 10% Principled, 40% Scrupulous, 40% Unprincipled, 10% other.

Attributes: P.S.: 16, P.E.: 13, P.P.: 16, SPD.: 25, 10 for all others.

Experience: This character is represented as being a 5th Level Natural Athlete. These characters tend to be young, arrogant and selfish, but they serve an important function by serving as the first line of defense when the village is endangered.

Hit Points: 48

S.D.C.: 46

Attitude Towards the Lazlo Society: "Is that a rock and roll band? No, I like hip-hop better."

Hand to Hand: Expert

Attacks per melee round: 5

Skills: fluent in native language 92% and two others 62%, may or may not be literate depending on the local culture, two domestic skills at 50% or higher, Wilderness Survival 65%, one Horsemanship skill or Kayaking & Canoeing 70%, Holistic Medicine 50%/40%, Lore: Superstitions 50%, Lore: Religion 55%, Athletics: General, Force March, Outdoors man ship, Physical Labor, Prowl 62%, Swim 75%, Wrestling, Hunting, Land Navigation 52%, W.P. Blunt (+1 to strike and parry), Knife (+2 to strike, parry, or throw), and two other weapons proficiencies as are appropriate.

Bonuses: Needs a 15 or higher to save vs psychic attacks, +2 to strike, +2 to disarm, +3 to pull punch, +4 to parry and dodge, +0 to automatic dodge, +4 to roll with impact, +1 to damage from physical strength, kick attack for 2D6+1 damage, punch attack for 2D4+1 damage, tackle attack for 1D4+1 damage +knock down, crush/squeeze attack for 1D4+1 damage, pin/incapacitate on a natural roll of 18-20.

Psionics: None, closed to the supernatural. Their potential psychic energy has been harnessed towards hardening their bodies and sharpening their skills. P.P.E. was spent on +5% bonus to all physical skills, Hit Point bonus, Speed bonus, and automatic dodge.

P.P.E.: 2

Savings: About \$300 worth of trade goods but no money.

Equipment: Same as typical villager.

Serabi

Created by sbpayne77

Alignment: Scrupulous

Race/RCC: Centaur

Sex: F, **Age:** 28, **Height:** 10', **Weight:** 900lbs, **Eyes:** Blue, **Hair:** Blond

Level: 5 Cyber-Knight

Abilities: I.Q.: 11, M.E.:13, M.A.: 15, P.S.: 36, P.P.: 31, P.E.: 31, P.B.: 19, SPD: 72 (48 mph)

H.F.: 10

P.P.E.: 27

Hit Points: :55

S.D.C.: 137

Combat Skill: Hand to Hand: Martial arts

Attacks per Melee: 8

Combat Bonuses:

Initiative: +10, Strike: +8, Disarm: +3, Perry: +14, Dodge: +14 (+2 running), Roll With the punch: +9, Pull Punch: +8,

Damage: 25 (+2 kick (Aerobic Athletics), Perception +4, No penalty to strike when moving! (lv3), Charm/Impress 45%

Comma/Death +32%, Magic/Poison +8, Disease +4

RCC Abilities:

No penalties to shoot guns or bows while running/moving.

OCC Abilities:

Bonuses & Abilities against Weapons and Technology:

- Negates any bonuses provided by the weapon/machine.

- +3 on initiative against attacks from modern guns and machines (bionics, robots, etc.), and +6 against AI and computers/automation

- +3 to strike and parry.

- Gun-toting or tech-laden opponents -3 to dodge the Cyber-Knight's attacks and loses 2 melee attacks

- +4 to Auto Dodge against tech.

Psionics: Master: 352

Meditation, Create Psi-Sword (0) 1D6 M.D. + 1D6 lv3, (appears fiery), Create Psi-Shield (15) (appears fiery), Astral Projection (8) Duration: 5 minutes /lv (See RUE 171), Mind Block (4) Duration: 10 minutes /lv, See Invisible (4) Range: 120' x2 on a ley line. Duration: 1 minute per each level of experience.

Object Read (6) Duration: Varies; usually about 2D6 minutes. Base Skill: Impressions: 56% +2% /lv,



HF: 12, Initiative: +4, Strike: +7, Disarm: +3, Parry: +10
 Dodge: +9 (+1 Flying) (+3 when Running (RCC), Roll With the punch: +3, Pull Punch: +7, Damage: +21 (Arms)/ +23 +1D6 to rear Kicks, Trust/Intimidate 50%, Save v +3 HF, Save v Comma Death +18%, Save v Magic Poison +5

Racial Powers/Abilities:
 Leap 30' high & 70' across

Bionics:

Language Translator, Clock Calendar, Computer/Calc Built in (WiFi), 5 Secret Compartments (Large), Bionic Lung with Gas Filter & Oxygen Storage Cell, Built-In Radio Receiver & Transmitter Head jack, Radio & Scrambler Implant, Audio/Video recording system, Modulating Voice Synthesizer
 Bionic Jet Pack: thrusters also built into the feet for more control (+1 to dodge and +10% on Jet Pack pilot skill). Maximum Speed: 200 mph and takes 8 seconds to reach full speed. Can be used to hover in place or move at speeds under 15 mph, but require a successful Pilot Jet Pack skill roll to do so.
 Maximum Altitude: 6,000' (+1 to dodge while in flight.)
 Sensory/Optics: Polarized sight, Multi Optics: Telescopic – Range 6000', Macro- 2-20x, Nightvision-2,000', Thermo Imager – 2000', Targeting display, Amplified hearing, Ultra Ear (Sub Harmonic), Sound Identifier.

Bionic Weapons:

Forearm Particle Beam (2 R&L) Damage: 6D6+6 MD each, Range: 1,000 feet
 Retractable Vibro-Blade (2 R&L) 3D6 MD each
 Neural Mace: Damage: 8sk, parry, do half SPD.: for 2D4 melees. Each hit increases duration 2D4 melees. 4 Hits renders unconsciousness for 2D4 melees (See RUE p259)

Additional Weapons & Armor:

MI-B2 Medium Infantry Armor: +230 M.D.C. main body, +38 M.D.C. to each arm, +60 M.D.C. to each leg and +30 M.D.C. to head. (additional?)
 Ixion Energy Rod/Pole arm 15MD – Damage: 1D6 as Staff 2D6 bladed end (NO PS Bonus) Blaster Damage: 3D6 Range: 1600' Payload: 10 Blasts (Before recharge)
 Ixion Mini-Rod – Damage: 2D6 Range: 600' Payload: 10

Skills of Note:

Literacy: Ixion 95%, Wilderness Survival 40%, Dowsing 40%, Land Navigation 51%, Language: Ixion 98%, Language: English 96%, Language: (choice) (+20%), Basic Electronics 60%, General Repair & Maintenance 50%, Pilot Tanks & APCs 41%, Pilot: Jet Pack 62%, Radio: Basic 55%, Read Sensory Equipment 40%, Weapon Systems 45%, Climbing 45%/35%, Surveillance 40%, TV/Video 35%, Optic Systems 40%, Cryptography 35%, Computer Operation 45%, Computer Programming 30%, Cybernetics Basic 25%, Appraise Goods 30%, Basic Electronics 30%, Basic Mechanics 30%, W.P. Sword, W.P. Energy Rifle, W.P. Energy Pistol, W.P. Heavy Weapons, W.P.: Pole Arm, Paired Weapons.

Equipment:

Poncho or hooded cloak, Cigarette lighter, Pocket magnifying glass, Pocket mirror, 100 feet of heavy cord or cable,
 Small portable tool kit, 2 canteens

Credits: 34,000
 BM Credits: 13,000

Teren

Created by sbpayne77

The Rift that stranded Teren on Earth landed her at the base of the millennium tree in Northern England. Teren made her home in its bows as she continues to hone her Earth based skills. For many years Teren practiced her magic in until a band of demons threatened the tree and Teren used her powers to summon a great Tree elemental to protect the Millennium tree and fight against the demons. In gratitude the Millennium tree bestowed Gifts upon Teren, Bark Armor and a Wand of the Animals, which wound itself around Teren's neck in such a way that it could only be removed by her decapitation or to be returned to the Millennium tree. IN a vision quest the Tree revealed the knowledge of a special magical staff with powers of the earth. Teren sought out and found the staff and it finding her a worthy wielder bonded with her and released its power. Shortly after that Teren set out to explore more of her new world and make use of her powers. She eventually made her way to The Americas where she met up With the outcasts after a run in with the CS. She has been with them for a number of years now.

Alignment: Unprincipled

Race/RCC: Elf

Sex: F, **Age:** 175 (Lifespan 600), **Height:** 6' 1", **Weight:** 140, **Eyes:** Brown, **Hair:** Black, Long

Level: 6 Warlock (Earth)

Abilities: I.Q.: 23, M.E.: 15, M.A.: 9, P.S.: 19, P.P.: 19, P.E.: 18, P.B.: 22, SPD.: 21 (about 15 mph)

Hit Points: 46

S.D.C.: 63 (+64 Magic Weapon)

P.P.E.: 148 (+20 Armor +30 Wand)
Combat Skill: Hand to Hand: Basic

Attacks per Melee: 5

Combat Bonuses:

Strike: +3, Disarm: +2, Perry: +5, Dodge: +5, Roll With the punch: +4, Pull Punch: +2, Damage: +4, Kick +2, Critical on 19, Charm/Impress 60%, *Spell Strength +2, Saves v Coma Death +6%, Saves v Magic +3 (+3 Magic Weapon), Saves v Elemental Magic (+4 Magic Weapon), Saves v Earth Elemental Magic (+6 Magic Weapon), Saves v Poison +2 (+1 armor), Saves v H.F.: +2 (+6 against elementals), Saves v Possession +1

(+2 Magic Weapon)

Magic Spells: (Book of Magic P66-74)

Chameleon 1(5), Dust Storm 1(5), Rock to Mud 1(6), Throwing Stones 2(4) +2sk 1D6 +1 MD, Wall of Clay 2(8) 10MD/L, Create Dirt/Clay 2(6)50lbs/L, Animate Plants 3(10), Wall of Stone 3(15) 50MD/L, Earth Rumble 3(10) HF 14 - 60% flee area, Animate (Earthen) Object 4(12) Wood, Stone or clay object under 50 Lbs, Quicksand 4(15), Sand Storm 4(15), Chasm 5(25), Little Mud Mound 5(30), Travel through Walls 5(20), Mend Metal 6(30) Restores 1D6 MD or 4D6 +40 SDC, Wood to Stone 6(30), Travel through Stone 6(35) Travel through MD concrete.

OCC Powers/Abilities: (Earth)

Language: Elemental 92%, Recognize Minerals 62%, Keen sense of direction underground 80%, Sense Elementals 25%, Detect invisible elementals 75%, Sense Warlock, Identify Plants and Fruit 70%, Brotherhood of Elementals, Summon Elementals, *Climbing 90%/75% (Wand)

Main Power:

Earth Possession (Powers Unlimited 3 p56)

1. Limbs Of Earth - ARMS - Supernatural PS adds 5' to reach, LEGS Adds 6' to height, SPD increase +10% +1 int +2 strike, disarm
2. Possess Earth –
 - a. Stone Attack - Range 30'/L Damage: (varies, max 2D6 large)
 - b. Earth Fist – AR12, 50 SDC (limit one per melee) Damage: 2D6 per punch
 - c. Earth Ripple – 75% Knockdown, lose int and -2 attack
 - d. Earth Roar – HF 14
 - e. Earth Shield – block attack (dodge rules apply)
3. Sense Surroundings – 100'/L (All Attacks)
4. Create Earth Golem – Puppet (Divide attacks between) or Exoskeleton (+1 Attacks) full melee to create

Skills of Note: (+9% IQ Bonus)

Language: Elvin/Dragonese 98%, Language: American 60%, Language: Spanish 60%, Literacy: Elvin/Dragonese 50%, Literacy: American 40%, Lore: Demon & Monster 35%, Lore: Faerie & Creatures of Magic 30%, Land Navigation 46%, Wilderness Survival 45%, Holistic Medicine 42/32%, Radio Basic 45%, Lore: Cattle/Animals 40% , Lore: Magic 35%, Lore: D-Bee 35%, Biology: 40%, Botany 35%, Zoology 40%, Gemology 35%, Track & Trap Animals 25/35%, Preserve Food 30%, Athletics (Aerobic), Balance 30%, Athletics (General), Body Building, Forced March, Physical Labor, Outdoorsmanship, W.P.: Energy Pistol, W.P.: Staff (+1sk, +1parry, Magic Weapon)

Equipment:

Weapons & Armor:

Millennium "Bark" Armor: 120 MDC, Contains 20 additional PPE, Magic Energy 1/3rd damage

Wand of the Animal: Damage 1D4 (SDC only), Additional 30 PPE, Climbing 90%/75%

Spells: (5.day, cast as lvl 7), Eye of the Wolf, Swim as a Fish (superior), Superhuman Strength, Metamorpho-

sis: Animal

Staff of Giea: Damage: 6D6 (+1sk & parry +50 SDC)

Staff Abilities:

See Invisible, Healing Touch, Restores 3D6 HP/SDC 10x/day, Turn Invisible (Invisibility: Superior), Sense Magic Range 300', Night vision, 300', Words of Truth 10x/day, Mystic Shield (200 SDC/60 MD +3 to use as a parry)

The Detroit Dragon

Created by Scott Zaboem

Name: Leroy Wilson Player

NPC Game: BtS-2

R.C.C.: Human Race/Ethnicity: African-American

Level: 5th Physical Psychic

Occupation: Athletics: Semi-Pro

Sex: male, **Height:** 6'8" **Weight:** 200 pounds

Age: 45

Alignment: Unprincipled

Hit Points: : 42

S.D.C.: 41

Character Concept: Leroy is a retired martial artist from Blaxploitation films. He uses a technique by which he can combine grappling techniques of Chinese martial arts with the reach and flexibility of ectoplasmic combat.

Disposition: Confident, soft spoken, let's his fists do the negotiating

Quote: "Stop your jive and shut your lips, young bloods. Class starts now."

Attributes: I.Q.: 10, M.E.: 15, M.A.: 8, P.S.: 17, P.P.: 14, P.E.: 22, P.B.: 9, SPD.:17

Armor Type: Ectoplasmic Field

P.P.E.: 1

Hand to Hand Combat: Martial Arts: Expert

Favorite Fighting Moves: Ectoplasmic Strike (see Ghost Boxing), flip-throw (1D6 damage, victim loses initiative & 1 attack), Karate Style Kick (2D6 damage), Leap Kick (3D8 damage, costs 2 melee attacks)

Group Affiliations: Lazlo Agency

Insanities: none

Skills of Note:

Weapon Proficiencies: none

Lore: Entities & Ghosts

Common Skills: Math: Basic, Language: English, & Literacy, Automobile 78%, Running, Swimming 90%,



Gymnastics (Basic Prowl 30%), First Aid 75%, Bicycling 85%, Boxing, Philosophy 60%, and Language: Mandarin Chinese 62%, Tai Chi & Yoga (both from Rifter #7), Performance 45%

Psionics:

Meditative Trances: Restorative Rest, Bio-Static Trance (5 ISP), Curative Trance, Closed Mind Trance, Standard Meditation, Death Trance (1 ISP)

Other Physical Abilities: Incredibly Flexible and Iron Constitution

Other Physical Psi-Powers: Stop Bleeding (self only, 4), Mind Block (4), Resist Hunger (2) & Thirst (6), Ectoplasm (6 or 12), Demon Punch (3D6+2 including PS bonus against SN creatures including non-corporeal beings, x2 damage against ancient evils, no effect against witches & possessed mortals, 6 ISP for 1 melee round), Dessication Touch (1D8x10 damage against SN creatures, half damage against witches & magic creatures with non-evil alignments, direct to Hit Point damage against ancient evils, no damage against normal mortals, 20 ISP), and Ghost Boxing (20+)

Saving Throws

Must roll 10 or higher to save vs. Psionics

+6 vs. Magic & Curses, +4 vs. Poisons & Toxins, +2 vs. Horror Factor, +5 vs. Possession & Disease, +4 vs. Bio-Manipulation, +3 vs. Mind Control & Illusions, +1 vs. Telepathic & Empathic Probes
14% vs. coma/death

Combat Bonuses when Using Ectoplasm

Range: 65' (half in sunlight) Duration: 20 minutes

I.S.P.: 6 for vapor of 12 for solid limbs

Ectoplasm has an auto-dodge against all attacks which target it including multiple and simultaneous attacks.

+1 to Strike & Parry, +5 to Dodge

Damage from solid ectoplasm: 1 point

P.S.: of solid ectoplasm: 4

Hand to Hand: Martial Arts

Attacks per melee round: 6

Combat Bonuses when Using Ghost Boxing
(Classified pending a Rifter Article submission)

Background

Leroy was a stunt man who worked in various low budget martial arts and blaxploitation films. He grew restless and began to wonder if all there was to life was clawing ones way to the top of some studio's list of most bankable actors. The peace of mind from martial arts has eluded him (mostly because he was self-taught), so he went looking for it. He quit his job and traveled to the Far East. While lost and sick in the jungles of he doesn't even know which country, Leroy discovered an old tomb inhabited by Haunting Spirits. Lacking any other shelter, Leroy moved into the tomb until he felt better. These Haunting Entities were cohabiting the personas of long dead martial art masters. They taught Leroy their techniques of meditation and combat. Leroy was a fast learner, but it still took him years to comprehend it all, so he returned to the temple several times per year. Decades later, Leroy finally re-

turned to United States. He came back to his hometown of Detroit (a place he had previously hated), and arranged for a government grant that would allow him to work full time training the local children in Tai Chi and Yoga. Leroy has been a member of the Lazlo Agency for years now but mostly in a teaching capacity. He specializes in teaching young physical psychics and other tough-types how to hunt the supernatural.

Jack Davis

Created by Scott Zaboem

Jack is a gruff veteran of wars against both humans and war with the supernatural. Jack was born in New York City where he was raised in an orphanage. Jack is severely dyslexic, so he never stood much of a chance of benefiting from education even if he could get it. When the Spanish-American War broke out, he signed up with the Rough Riders and went off to find fortune and glory. What he found in Cuba was death and battlefield horrors.

It was during the war that his psychic powers manifested and he met his Spirit Guide. She was a young Cuban girl who he accidentally killed during battle. While overcome with grief and guilt, she came to him as a spirit who only he could see and hear. He thought he had gone mad, but he soon decided that he needed to deal with the situation best as he could, mad or sane. After the war, Jack chose to travel instead of returning home. He experienced several adventures while treasure hunting through Latin America. He also worked as a mercenary from time to time and earned a reputation as a trustworthy if somewhat grim soldier for hire. Although he did uncover a fair amount of treasure, the big prizes he wanted always alluded him.

Alignment: Scrupulous.

Titles and Ranks:

Level of Experience: 5th Level Psychic Medium, Occupation: Survivalist/Militia.

Attributes: I.Q.: 13, M.E.:17, M.A.: 7, P.S.: 13, P.E.: 19, P.P.: 9, P.B.: 9, SPD.: 11.

Age: 30 in 1902.

Appearance: Jack is a short, broad, tanned man with brown hair and blue eyes.

Disposition: grumpy and serious.

Hit Points: 29

S.D.C.: 30

P.P.E.: 5

I.S.P.: 16 (x2, x4, x6, x8)

Psionics: See and Communicate with his own Spirit Guide, See Other Spirit Guides, See and Communicate with Other Spirits, Spirit Channeling (5 I.S.P., 75%), Auditory Reading (4), Olfactory Symbols and Omens (3 to



purposefully use or 0 as a warning), Spirit Strike (10, 2D6+5 damage to Hit Points), Hear Death Rattles at 50 ft/15.2m, Object Read the Dead (5), Never Completely Closed to the Supernatural.

Attacks per melee: 6

Other Bonuses: Needs to roll a 9 or higher to save vs psychic attacks (that includes the Mental Endurance bonus), +1 to initiative, +2 to strike and disarm, +5 to parry and dodge, +3 to pull punch and roll with impact, k.o. on a natural 20, +1 to save vs insanity, +3 to save vs magic and toxins, +8% to save vs coma/death, +3 to save vs illusions, +1 to save vs mind control, +4 to save vs Horror Factor or +8 vs the Horror Factor of spirits, and impervious to possession.

Skills of Note: Boxing, Detect Ambush 60%, First Aid 65%, Forced March, Hand to Hand: Expert, Horsemanship: General 56%/36%, Intelligence 58%, Land Navigation 62%, Languages: English 96% and Spanish 60% but not literate in either, Lore: Mythology 55%, Prowl 50%, Tracking (people, 60%), W.P. Knife (+2 to strike and parry), W.P. Handguns (+2 to strike), W.P. Heavy Military (this means cannons and mortars for Jack, +2 to strike), W.P. Rifles (+3 to strike), and Wilderness Survival 70%.

Money: Jackson has a mere \$200 in U.S. currency, but he also has a small trunk of antique Spanish coins. These gold coins he found during his treasure-hunting are worth at least \$900 in trade. This means he is independently wealthy for 1902.

Equipment: 1899 Smith & Wesson .38 Revolver (uses W.P. Handgun, 120 ft/36.6m range, 6 bullets, 3D6 damage), Arkansas Toothpick hunting knife (2D6), and a collection of small statues and trinkets which he has gathered from various tombs, lost cities, and other places.

Buzzard Hastings

Created by Scott Zaboem

Buzzard is an aging and (mostly) respected sword of the Court of Tarot. His ancestors were the founders of the small but profitable farming community of Hastings, Florida, just south-west of Saint Augustine. Buzzard inherited considerable wealth but also his rank within the Court. He has distinguished himself as both a brave agent and one of the best trackers the Court has ever had. The queen tolerates his antics at Court functions to an extent, but she keeps him on a proverbial short leash.

Buzzard has two motivations for investigating the paranormal. First, he feels a responsibility to protect mankind from predatory monsters. Second, he craves the challenge. Hunting monsters or spirits is a thrill to him. For that reason, Buzzard is pleased with his psychic powers, but he doesn't consider them to be a big deal. They are just tools to be used, no more or less important than his gun.

Buzzard's Spirit Guide is Saturiba. He serves as an extra pair of eyes, often noticing things which Buzzard does not. Saturiba has been Buzzard's instructor and

confidant for decades. It was Saturiba who taught Buzzard his wilderness skills. As Buzzard has grown older, he has started thinking about passing along these skills to another generation.

Real Name: Jackson Hastings.

Title and Rank: Lord Hastings, the Five of Swords.

Alignment: Anarchist, like most members of the Court, Buzzard believes he is above the law. Even within the internal politics of the Court, he feels that underhanded tactics or violence are fair.

Level of Experience: 5th Level Psychic Medium, Occupation: Survivalist.

Attributes: I.Q.: 10, M.E.:14, M.A.: 10, P.S.: 10, P.P.: 10, P.E.: 11, P.B.: 113, SPD.: 9.

Age: 50 in 2009.

Appearance: Tall and scruffy every-man.

Disposition: Easy-going but also cautious. He can be kind and act as a mentor to youths when he sees potential in them, but at the same time, he can be antagonizing to his peers.

Hit Points: 26

S.D.C.: 20

P.P.E.: 3

I.S.P.: 24 (x2, x4, x6, x8)

Psionics: See and Communicate with his own Spirit Guide, See Other Spirit Guides, See and Communicate with Other Spirits, Spirit Channeling (5 I.S.P., 75%), Auditory Reading (4), Olfactory Symbols and Omens (3 to purposefully use or 0 as a warning), Spirit Strike (10, 2D6+5 damage to Hit Points), Hear Death Rattles at 50 ft/15.2m, Object Read the Dead (5), Never Completely Closed to the Supernatural.

Other Bonuses: Needs to roll a 10 or higher to save vs psychic attacks, +1 to initiative, +1 to strike and disarm, +2 to parry and dodge, +2 to pull punch and roll with impact, +2 to perception, +3 to save vs illusions, +1 to save vs all forms of mind control, +2 to save vs Horror Factor or +8 vs the Horror Factor of spirits, and impervious to possession.

Hand to Hand: Basic

Attacks per melee: 5

Skills of Note: Dance 60%, First Aid 65%, Holistic Medicine 50%/40%, Horsemanship: General 66%/46%, Land Navigation 72%, Language: Timucuan 74%, Lore: American Indians 45%, Cattle and Animals 45%, Cults and Secret Societies 40%, Demons and Monsters 50%, Entities and Ghosts 50%, Munitions 60%, Outdoorsmanship, Prowl 57%, W.P. Archery (+3 to strike), W.P. Rifles (+3 to strike), Wilderness Survival 55%, and all other Wilderness Skills.



Attitude towards the Lazlo Society: Buzzard has avoided the Society due to the antagonistic relationship which the Court has with Lazlo faction. If her were to meet a member of the Society by chance, he would judge that individual on his or her own merits. He will not tolerate a Lazlo Agent telling him what to do.

Equipment: Buzzard owns a small ranch on the outskirts of the town of Hastings, a few potato farms, and several commercial buildings in the area. At his ranch, he has a stable full of riding horses and a collection of hunting rifles. He makes his own ammunition. When investigating or just hunting, he carries a hunting knife (1D6 damage), a hatchet (2D6), and one of his many rifles (usually 7D6).

Lilly – Haunter

Created by Scott Zaboem

R.C.C.: 5h level Haunting Entity.

Alignment: Anarchist currently.

Attributes: I.Q.: 10, M.E.: 3, SPD.: of 30 (20 mph/32 kmph).

Armor Rating (A.R.): Not applicable as it is an intangible energy being.

Hit Points: 30

no personal S.D.C.

Discorporation: If killed, she will simply vanish in a tiny wisp of smoke.

Threat Level: x4; Haunter and Prankster.

Horror Factor: 14.

Size: 5 ft 6 in tall (1.7m) and weighs nothing.

P.P.E.: 6.

Natural Abilities: Invisible and intangible, can become visible if she chooses for up to 3D4 minutes, can fly and hover, can pass through solid matter (but not energy), doesn't tire, invulnerable to physical attacks, invulnerable to most energy and fire attacks except when the attack is magical or psychic, invulnerable to toxins and poisons, invulnerable to cold and heat, invulnerable to disease and illness, does not breath, immune to the Stealing of Psychic Energy attacks of mystics and other entities, can communicate with other spirits, Psychic Mediums, spirit guides, creatures who have the Commune with Spirits power or by Telepathy.

Vulnerabilities: All magic and psionic attacks.

Skills of Note: Understands and Speaks English at 70% but is not literate.

Attacks per Melee: 3 psionic attacks per melee round.

Damage: By psionics only.

R.C.C. Bonuses: +1 to Dodge, impervious to possession, +3 to save vs. magic and +2 to save vs psychic attack. Without being able to See the Invisible, striking at an invisible entity involves a -10 penalty to Strike. She can not parry nor roll with an impact due to her incorporeal nature.

Psionics: 30 I.S.P. She may gather I.S.P. from ambient energy of certain places or living creatures (see special attack below). She needs a 10 or higher to save vs psionic attack (bonus already added). She may convert energy at a rate of 4 P.P.E. to 1 I.S.P.

Special: Stealing Life Energy: A successful roll to save means Lilly did not receive any energy. A failed save means she can steal up to 20 I.S.P. or 5 P.P.E. from that specific target. Chi energy may not be stolen in this manner if using rules from Ninjas and Superspies™ or Mystic China™.

Limited Psionic Powers: Empathy (4), Empathic Transmission (varies), Mind Block (4), Presence Sense (4), See the Invisible (4), Total Recall (4), Telepathy (3), Telekinesis (varies) and Ectoplasm (6 for vapor or 12 for a solid limb).

Allies: Poltergeists normally snub Haunting Entities, but Lilly's personality corresponds closely with their own sense of humor. If threatened, other hauntings would rally to her aid. Often, 1D4 Poltergeists are close enough to respond immediately.

Wealth and Equipment: none.

Shadow

Created by sbpayne77

Alignment: Anarchist

Age: 36 (Lifespan 159)

Race/RCC: Auto-G (Aviane)

Sex: M

Height: 6'1" (5')

Weight: 210

Eyes: Green

Hair: (Feathers) Sandy Brown

Level: 4 Super Spy

Attributes: I.Q.: 20, M.E.:15, M.A.: 12, P.S.: 15 (21 - Augmented), P.P.: 22, P.E.: 20, P.B.: 20, SPD.:* 293 = 300 mph {Extra SPD} (Flight – 140 = 100mph), H.F. 11

Hit Points: 38
S.D.C.: 124



I.S.P.: 52

P.P.E.: 70

Combat Skill: Hand to Hand: Basic

Attacks per Melee: 5 (+1)

Combat Bonuses:

Initiative: +4 (+2 in flight), Strike: +6, Parry: +9, Auto Dodge +6 (+2 in Flight), Dodge: +12, Roll With the punch: +2 (+2), Pull Punch: +6 (+2), Damage: +4/20mph (+6), (Perception: +2), Charm Impress: 50% (Natural Form), Saves v Coma/Death +10%, Saves v Magic +5, Saves v Poison +3, Saves v Disease +3, Saves v HF +3, Saves v Possession +4 (Need 12 against Psi)

Racial Powers/Abilities:

Ability to alter physical Body on a genetic level. HF10 when changing. (Must consume DNA of race or individual they are coping).

Aviane Abilities:

Polarized Vision, Winged Flight, Flight- Speed Burst, Wing regeneration

OCC Abilities: (Super Powers)

Extraordinary Speed

APS: Shadow (HF 12)

1. Semi-Intangible – shadow form is invulnerable to kinetic and melee attacks
2. Shadow Walk – move through shadows
3. Shadow Form – turn to shadow and able to manipulate shadow form
4. Night vision 1000'
5. Shadow Cloak - take others into shadow, they are in suspended animation as a shadow
6. Shadow Bolt – Range 140', Damage: 4D6 (uses all melee attacks)
7. Other Abilities: Recognize Vampires and creatures of the night – Cannot be turned Undead
8. Vulnerable to Light, Damage: 1D6 and Lasers, Double damage, Super bright light forces to revert to Physical form.

Additional Powers/Abilities (Racial)

Psionics: (Major)

Alter Aura (2), Death Trance (1), Mask PPE (4), Mask ISP & Psi (7), Mind Block (4), Night vision (4), Summon Inner Strength (4)

Skills of Note: (IQ Bonus +6%)

Radio Basic 55%, Radio Scramblers, Cryptography 35%, Basic Math 65%, Literacy: American 50%, Language: American 98%, Language: Spanish 70%, Intelligence 47%, Pick Locks 40%, Disguise 35%, Forgery 25%, Prowl 35%, Computer Operation 40%, Detect Ambush 35%, Impersonation 35%/21%, Undercover Ops 35%, Safe Cracking 26%, Computer Programming 30%, Computer Hacking 26%, Find Contraband 32%, Streetwise 26%, Tracking 30%, Imitate Voice and Sound 42%/36%, W.P. Energy Pistol, W.P. Handguns

Equipment:

Digital Recorder/Player, Language Translator, Hand Held Computer and Micro Printer, Digital Camera (Still and Motion), Pen Flashlight, Large Flashlight, Backpack, Canteen
Sunglasses & Goggles, 2 way Radio, Gas mask, Lock Picking Tools.

Weapons & Armor:

Bandito Armor: M.D.C. Helmet: 30, if any. Main Body: 38. Arms: 18 each. Legs: 24 each.

NG-45LP "Long Pistol."

Weight: 5 lbs. . Mega-Damage: 5D6 M.D. Range: 1,200 feet. Payload: 13 with a Long E-Clip

Credits: 10,000

BM Credits: 2,000

Buddy

Created by sbpayne77

Back Story: (See aliens Unlimited for Racial Back story)

Alignment: Unprincipled

Race/RCC: Canis (White)

Sex: M

Age: 21 (65 lifespan)

Height: 9' 11"

Weight: 380

Eyes: Blue

Hair: White (Body Fur)

Level: 4 Mystic

Attributes: I.Q.: 13, M.E.: 15, M.A.:12, P.S.: 20, P.P.: 17, P.E.: 24, P.B: 12, SPD.: 53

Hit Points: 41

S.D.C.: 63

I.S.P.: 63

P.P.E.: 142

Combat Skill: Hand to Hand: Basic

Attacks per Melee: 5

Combat Bonuses:

Initiative: +1, Strike: +1, Disarm: +1, Parry: +4, Dodge: +5, Roll With the punch: +4, Pull Punch: +2, Damage: +6, Kick Damage +2, Spell strength +3, Saves v Needs 12 to save against Psi, Saves v Psionics/ Mind Control/ +2, Saves v Possession +4, Saves v Magic +7, Saves

v HF +4, Saves v Coma Death +18%, Saves v Poison +5

Racial Powers/Abilities:

Keen Color Vision 30% better than humans, Advanced hearing, Leap 10' standing 20' running

OCC Abilities:

1. Sense Supernatural Evil
2. Open oneself to the Supernatural

Psionics: Major

Clairvoyance (4), Commune with Spirits (6), Exorcism (10), Sixth Sense (2), Suppress Fear (8), Dispel Spirits (8) (PF), See Invisible (4), Precognition (8) [PU1], Detect Psionics (6), Bio-Regeneration (6), Group Mind Block (22).

Magic Spells:

See Aura 1(6), Sense Magic 1(4), Decipher Magic 1(4) [HU2], Detect Concealment 2(6), Mystic Alarm 2(5), Turn Dead 2(6), Darkness 2(6) [HU2], Befuddle 2(6), Paralysis: Lesser 3(5), Magic Shield 3(6), Light Target 3(6), Sense Traps 3 (7) [PF], Blind 4(6), Watch guard 4(10), Trance 4(10), Magic Net 4(7), Domination 5(12)

Skills of Note:

Language: Native Tongue at 97%. (Trade 4 American), Language: Spanish 65%, Language: French 65%, Language: German 65%, Dance 45%, Horsemanship: General 50%/30%, Land Navigation 46%, Lore: Magic 40%, Lore: Psychics & Psionics 40%, Lore: Demons & Monsters 40%, Lore: Ferries & Creatures of Magic 40%, Philosophy 50%, Play Musical Instrument: Flute 45%, Play Musical Instrument: Harmonica 45%, Wilderness Survival 45%, Radio Basic 50%, First Aid 60%, General Repair & Maintenance 40%, Mythology 35%, Research 45%, Hunting, Literacy: Native 45%, Athletics (Aerobic), Balance 30%, Athletics (General), Body Building, Running, W.P.: Knife, W.P.: Energy Pistol

Equipment:

Weapons & Armor:

TW Enchanted Talisman Armor: 100 MDC
Vibro Dagger: Damage 2D6 +3 MD
Ion Blaster: Damage: 5D6 MD/ shot ROF: Single shot, Range: 400 ft, Payload: 10 shots,
Sonic Disrupter: Range 200', Damage 3 (SDC) Save vs. poison or be unconscious for 1D4 melees, Save -2 int, strike, parry, do for 1D6 rounds, Payload: 12

Typical Police Officer, Veteran

Created by Scott Gastineau

Alignment: 60% Principled, 20% Scrupulous, 20% other

Attributes: I.Q.: 10, M.A.: 12, M.E.: 12, P.S.: 10, P.E.: 10, P.P.: 10, P.B.: 10, Spd.: 19.

Experience: This character is represented as being a 5th Level Ordinary Person, Beyond the Supernatural™, 2nd edition.

Hit Points: 20

S.D.C.: 33

Skills of Note: Athletics, Automobile 87%, Combat Driving, First Aid 80%, Land Navigation 66%, Law 75%, Radio: Basic 80%, Road wise 51%, Running, Streetwise 60%, Streetwise: Weird 60%, Swimming 70%, Hand to Hand: Expert, W.P. Blunt (+2 to strike and parry), Handguns (+2 to strike), and Energy Gun (for electric stun pistols, this skill is from 1st edition, +3 to strike).

Bonuses: Needs a 15 or higher to save vs psychic attacks, +3 to Perception, +2 to save vs insanity, +1 to save vs. Horror Factor and magic, 5 attacks per melee round, +2 to strike, +2 to disarm, +4 to parry and dodge, +5 to pull punch, +4 to roll with impact, karate punch for 2D4 damage or karate kick for 2D6 damage.

Psionics: Usually none, closed to the supernatural. As with any other profession, there is a small chance that any sheriff or deputy may be a psychic also.

P.P.E.: 4.

Savings: \$7000 in a bank.

Equipment: A well tuned squad car with a two-way radio and a siren, a pistol (typically a Glock with 17 bullet magazine, 2D6 damage, about 164 ft or 50m range), baton (1D6 damage), stun gun (100 ft or 30.5m range, targets are -10 to strike, parry and dodge for 2D4 melee rounds), hand cuffs and portable two-way radio.

Tribesmen, Peasants & Villagers

Created by Scott Gastineau

The terms "tribe" and "tribal" and "peasant" are used very loosely here. They refer to any small, isolated community of people with limited technology and financial resources. This tribal village could be an Amish community in Pennsylvania or a clan of hunter-gathers in the rain forest of Brazil. These villages typically have ten to thirty residents. The two characters presented below are peasants and warriors, but neither works a professional soldier.

Elite Village Warriors are the strongest and most talented that the village has. They tend to be young, arrogant and selfish, but they serve an important function by working as the first line of defense when the village is endangered. These characters were built using the Beyond the Supernatural™, 2nd edition rules.

Typical Tribal Peasant

Created by Scott Gastineau

Alignment: 40% Principled, 50% Scrupulous, 10% other.

Attributes: I.Q.: 10, M.A.: 10, M.E.: 10, P.S.: 8, P.E.: 12, P.P.: 10, P.B.: 10, Spd.: 15.



Experience: This character is represented as being a 5th Level Ordinary Person, Beyond the Supernatural™, 2nd edition. A villager leader or elder will be at least 8th level.

Hit Points: 35

S.D.C.: 20

Skills of Note: Hand to Hand: Basic, fluent in native language 92% and two others 62%, may or may not be literate depending on the local culture, all domestic skills at 50% or higher, Wilderness Survival 65%, one Horsemanship skill or Kayaking & Canoeing 70%, Holistic Medicine 50%/40%, Lore: Superstitions 50% or Lore: Religion 55%, Outdoorsmanship, Physical Labor, Swim 70%, Botany 60%, Zoology 50%, Land Navigation 52%, W.P. Blunt (+2 to strike and parry), Knife (+2 to strike, parry, or throw), and one other weapons proficiencies as are appropriate.

Other skill packages: Each person in the village typically has a specialization or talent. This can be any additional technical skill (art, breed dogs, leather working, etc.), any additional wilderness skill (carpentry, track & trap animals, herding, etc.), or a 10% bonus to any domestic skill of choice.

Bonuses: Needs a 15 or higher to save vs psychic attacks, +1 to Perception, +2 to save vs insanity, +1 to save vs. Horror Factor and magic, 5 attacks per melee round, +1 to strike, +1 to disarm, +2 to parry and dodge, +2 to roll with impact, kick attack for 1D8 damage.

Psionics: Usually none, closed to the supernatural. As with any other profession, there is a small chance that any villager may be a psychic also.

P.P.E.: 4 (children have 24, teenagers have 9).

Savings: About \$500 worth of trade goods but no money.

Equipment: 3 ancient-style weapons of excellent quality or else three tools which could be used as weapons if so needed. Some villages have a communal cache of older model firearms or ancient style weapons of expert quality, but only the village leader has permission to remove them. Beyond that, each family has its own small dwelling, often a farmhouse or hut, and a small collection of domesticated animals. These people don't have much, but what they have is exactly what they need to live and prosper in their environment.

Elite Village Warrior

Created by Scott Gastineau

Alignment: 10% Principled, 40% Scrupulous, 40% Unprincipled, 10% other.

Attributes: I.Q.: 10, M.A.: 10, M.E.: 10, P.S.: 16, P.E.: 13, P.P.: 16, P.B.: 10, Spd.: 25.

Experience: This character is represented as being a

5th Level Natural Athlete, Beyond the Supernatural™, 2nd edition.

Hit Points: 47

S.D.C.: 45

Skills of Note: Hand to Hand: Expert, fluent in native language 92% and two others 62%, may or may not be literate depending on the local culture, two domestic skills at 50% or higher, Wilderness Survival 65%, one Horsemanship skill or Kayaking & Canoeing 70%, Holistic Medicine 50%/40%, Lore: Superstitions 50%, Lore: Religion 55%, Athletics: General, Forced March, Outdoorsmanship, Physical Labor, Prowl 62%, Swim 75%, Wrestling, Hunting, Land Navigation 52%, W.P. Blunt (+2 to strike and parry), Knife (+2 to strike, parry, or throw), and two other weapons proficiencies as are appropriate.

Bonuses: Needs a 15 or higher to save vs psychic attacks, 5 attacks per melee round, +2 to strike, +2 to disarm, +3 to pull punch, +4 to parry and dodge, +0 to automatic dodge, +4 to roll with impact, +1 to damage from physical strength, kick attack for 2D6+1 damage, punch attack for 2D4+1 damage, tackle attack for 1D4+1 damage +knock down, crush/squeeze attack for 1D4+1 damage, pin/incapacitate on a natural roll of 18-20.

Psionics: None, closed to the supernatural. Their potential psychic energy has been harnessed towards hardening their bodies and sharpening their skills.

P.P.E.: 2. Some P.P.E. was already spent on +5% bonus to all physical skills, Hit Point bonus, Speed bonus, and automatic dodge.

Savings: About \$300 worth of trade goods but no money.

Equipment: Same as typical peasant.

Charkan "Pale Assassin"

Created By Richard Grzela

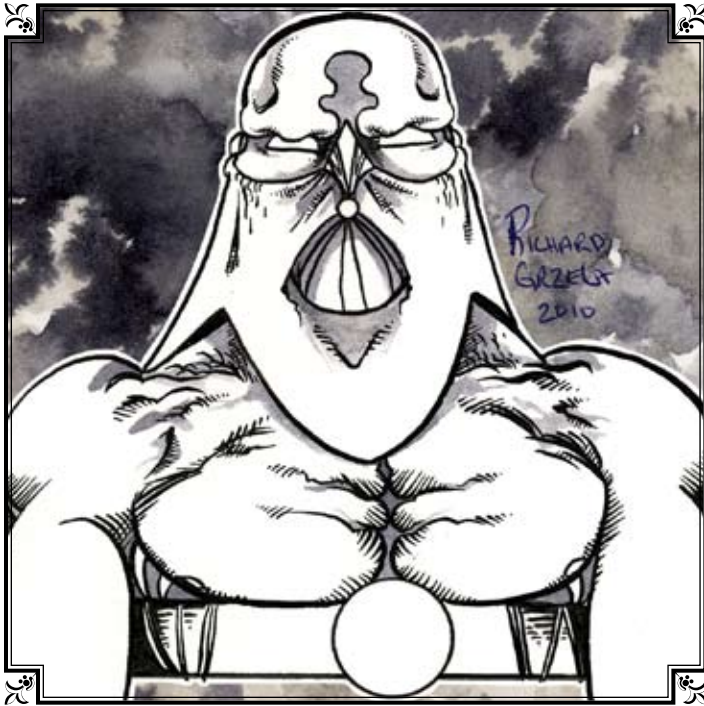
Description: His parents gave birth to him while the were globe trotting with the money they won in a lottery. The doctor informed them of the child mutation and with the insistence of the parents they wanted to see their son. The doctor told them what they were about to see and they were so horrified they demanded the baby killed. It was the begging of a nurse that spared the life of the young mutant. The nurse always wanted a child of her own but could never conceive a child due to her infertility.

While the nurse worked during the day her husband took the child to school in a small village where many samurai served during the Edo period retired. Argued to be as renown as Okinawa as far as martial practice goes, the mutant was trained in the arts of Budo and mastered ninja arts quickly due to his additional limbs and speed. There he was dubbed "Charkan", a name that stuck with him to this day. As Charkan matured



it was discovered that he had other abilities too. These abilities would make him a great agent for the Japanese government where, like his entire life he operated covertly. To this day he is still a government operative well cared for, and highly sought after by many competing criminal organizations too. One of the more intriguing offers he has been given is to serve the emperor as part of his royal guard and entourage. An offer that he is still considering and has been left open on the table for him.

Name: Charkan



Race: Mutant

Alignment: Anarchist

Attributes: I.Q.: 14, M.E.: 15, M.A.: 16, P.S.: 24, P.P.: 35, P.E.: 26, P.B.: 16, Spd: 55

Height: 5 feet, 8 inches (m)

Weight: 185 lbs (85kg)

S.D.C.: 260

Hit Points: 50

Horror Factor: 10

Most ninja are known by the mystique they hold and for those that have to deal with them or know that the Charkan is going to be paying them a visit usually have to roll over a 12. The Thought and stress of dealing with these characters (ninja) are harassment and troublesome in the least.

Level of Experience: 6

Combat Training: Hand to Hand Ninjutsu.

Disposition:

Charkan is an even heel. He rarely asks questions. He keeps his focus on the take at hand and the pay day he will receive at the end. It would not do well to hire Charkan and not pay him. He doesn't ask questions. He simply finds you and kills you. He takes missions only with prepayment. He will not do a job on verbal request alone unless it is a mission from the Japanese government. Threatening him leads to his reporting you to his government, where he is then given diplomatic immunity to act against you in self defence. That means no government can interfere with his actions once he is given the united Nations blessing to act against you.

Special Abilities:

Sonic Speed:

With night vision of 500 feet (152.4 m).

Teleport:

With a range of 5 miles (8 km) and has a 92% accuracy if he has seen the area before. While teleporting he can carry 1000 Lb (450 kg).

As a Mutant, Charkan has **Four Arms and Hands** and is ambidexterous which allows him to function equally well with every arm with out thought.

He has extraordinary P.P.: as well in part due to his additional limbs and in part due to his martial arts training.

Skills of Note:

Wilderness survival 60%, Tracking and Counter tracking 55%, Demolitions 78%, Body building, Boxing, Wrestling, Swimming 80%, Gymnastics 82%, Climb 55%, Back flip 82%, Prowl 70%, Navigation 80%, Concealment 44%, Street wise 44%, Pick locks 70%, Pick pockets 20%, Palming 30%, Trap making 75%, W.P. Knife, W.P. Sword, W.P. Chain, W.P. Thrown weapons, W.P. Paired weapons, (Swords, knives, thrown)

Attacks per Melee: 11

Bonuses: +7 initiative, +25 strike, +15 parry, +10 dodge or +7 Auto dodge, +11 damage (+4 for every 20 mph of speed to a maximum of +140 damage), +12 Roll with punch fall impact, +4 pull punch. Pin on 18-20, Crush squeeze damage 1D4+11, K. O. or Stun on a roll of natural 20, Body block tackle 1D4+11(+4 for every 20 mph of speed), critical damage on a roll of 18-20, Flip attack +2, Round house kick 3D6+11.

+6 save v Magic of all kinds, +6 save v Poisons, 22% save v Comma and death.

Equipment of Note:

As a government agent Charkan has access to all the tools he requires to complete his job. Often he is assigned to a team. He lacks any pilot skills and may often require aid from others to ensure he can travel to

destinations to complete missions.

Magical Turkish Blade:

Grants a user the following ability bonuses: +3 Strike, +2 Parry, +6 Damage. It does 1D4x10 damage to supernatural creatures. 2D4x10 damage to vampires and other undead. 6D6 damage to all other targets. Because of the magical nature of the blade all armor is ignored and damage goes directly to a targets hit points. The blade can also sense evil and magic with in a 30 foot (9 m) radius + 10 feet (3 m) per level of the user.

20 Throwing spikes: 1D6 damage

10 throwing stars: Made of pure silver. 1D6 damage

10 throwing stars: Made of pure iron. 1D6 damage

10 throwing stars: Made of tempered steel. 1D6 damage

10 Magic throwing stars: Made of tempered steel that return to his belt after 3 melee. 1D6 damage

* Charkan can throw 3 thrown weapons from each hand at the same time. This attack can be like an explosion where under some conditions a target making a successful dodge would still suffer 50% damage. This could be due to limited space or close range.

Neural Stick:

Targets struck need a 16 or better to save vs. Stun. 1D6 damage +11, Targets failing a save suffer -7 to initiative, -5 to any strikes, parries and dodges. Their melee actions are reduced by half and all effects last 2D4 rounds and are cumulative for ever successful strike.

Business People

Created by Scott Gastineau

Financial people come in many varieties. The Business Person is *best* suited for upper class, high characters. They have with finance careers or from old money families. The character owns and runs a major business or several small businesses. This Shop Owner is designed for a small business owner in mind. The Shop Owner is usually a middle class character. At the complete other end of the socioeconomic scale, there is the Vagrant.

Typical Business Person

Created by Scott Gastineau

Alignment: 10% Principled, 10% Scrupulous, 50% Unprincipled, 30% other.

Attributes: I.Q.: 10, M.A.: 10, M.E.: 10, P.S.: 10, P.E.: 10, P.P.: 10, P.B.: 10, Spd.: 10.

Experience: This character is represented as being a 5th Level Ordinary Person, Beyond the Supernatural™ 2nd edition with the occupation, *Business Person*

(*new*). This business person is partly based upon the Capitalist Entrepreneur O.C.C. by Erick Wujick from *Mystic China™* which offers much more detail about the character's wealth and businesses.

Hit Points: 22

S.D.C.: 15

Skills of Note: Entrepreneurship (found in *Mystic China™*) or Business & Finance 75%, Research 65%, Public Speaking 50%, Wardrobe & Grooming 66%, Mathematics: Advanced 72%, no Hand to Hand training.

Special Bonus: Add a +10% bonus to a single Science or Technical skill which is most closely related to the character's business.

Bonuses: Needs a 15 or higher to save vs psychic attacks, +1 to Perception, +2 to save vs insanity, +1 to save vs. Horror Factor and magic, 1 attack & 3 non-combat actions per melee round, +1 to dodge.

Advantages: The character is independently wealthy. The character is also relatively free to travel and pursue his or her own interests.

Disadvantages: Running a financial empire requires a lot of time. Any or all of this work can be delegated away, but the trade-off is that the character must trust his or her managers to run the business properly. Even a hands-off owner will be expected to show up at the office for meetings and contract signing a few time each month. Furthermore, the character is well known, and there are many people who may recognize the character from the same industry or from the same socioeconomic tier. This character has a 10% chance of being recognized anywhere in the character's home country or a flat 5% chance of being recognized anywhere in the world. If the character is in disguise or using a false identity, the chance is halved (round down).

Pay: The character will pay himself or herself a living salary of \$100,000 per year. The character's total worth may be huge, but the available funds for spending are a different matter.

Psionics: Usually none, closed to the supernatural. As with any other profession, there is a small chance that any business person may be a psychic also.

P.P.E.: 3

Savings: Varies – no matter how successful the business may be, the character still does not usually have unlimited funds at his or her disposal. The vast majority of the character's wealth is tied in businesses or investments, and most of the profits are reinvested. Only a small portion of the fortune is available for easy access at any given time.

Equipment of Note: State of the art mobile phone or internet device, one expensive car or several cars,



fashionable clothing and shoes with designer labels.

Typical Shop Owner

Created by Scott Gastineau

Alignment: 15% Principled, 15% Scrupulous, 50% Unprincipled, 20% other.

Attributes: I.Q.: 10, M.A.: 10, M.E.: 10, P.S.: 10, P.E.: 10, P.P.: 10, P.B.: 10, Spd.: 10.

Experience: This character is represented as being a 5th Level Ordinary Person, Beyond the Supernatural™ 2nd edition, with the occupation, *Shop Owner (new)*. This occupation is partly based upon the Antiquarians O.C.C. by Erick Wujcik from *Mystic China*™. This character owns a small business, usually a tiny retail shop. Examples include antique shops, used book stores, gun shops, hobby shops and comic book stores. Money is always tight, but the pride of owning a business and working for oneself is very rewarding to some.

Hit Points: 20

S.D.C.: 15

Skills of Note: Entrepreneurship (found in *Mystic China*™) or Business & Finance 55%, Research 65%, Public Speaking 50%, Wardrobe & Grooming 66%, Mathematics: Advanced 72%, no Hand to Hand training.

Bonuses: Needs a 15 or higher to save vs psychic attacks, +1 to Perception, +2 to save vs insanity, +1 to save vs. Horror Factor and magic, 1 attack & 3 non-combat actions per melee round, +1 to dodge.

Special Bonuses: Add a one time +10% bonus to the single skill which closely relates to the type of business owned. For example, if the business is an art gallery, then the owner will gain a +10% bonus to the Art Skill. If the business is a book shop, then the character gains a +10% bonus to Writing or Research. A gun shop owner may gain a +10% bonus to Recognize Weapon Quality.

Merchandise Expert: The character is an expert in the types of items sold. The character can estimate the value of these items within 20%. The character can also instantly recognize fakes or rare antiques. If the character ever fails a skill roll relating to these items, the character gains a second chance. To get that second chance, the shop owner must spend an hour in the shop consulting with older documents or similar objects and then try the roll again. The shop owner can even recognize if one of the items in his shop has a psychic or magic energy in it – even if the shop owner is not otherwise open to the supernatural.

Advantages: The character is free to pursue his or her own areas of interest. The character also gets to set his or her own hours and own rules.

Disadvantages: The shop owner is probably not

wealthy yet still responsible for keeping the shop open. Running even a tiny business requires significant time. The red tape involved in owning a business is intolerable to some personalities.

Pay: There is a wild difference between the income of highly successful shops and those called nickle & dime businesses. The character will pay himself or herself a living salary of 1D100 x \$1,000 per year. The shop itself will have 1D10 x \$1000 worth of stock on hand.

Psionics: Usually none, closed to the supernatural. As with any other profession, there is a small chance that any shop owner may be a psychic also.

P.P.E.: 4

Savings and Equipment: Varies – often the owner's entire life savings are invested in the shop.

Evil Cults

Created by Scott Gastineau

Cults are groups of fanatics organized around a central leader. They are always build around the personality of a central, manipulative figure.

Typical Cult Leader

Created by Scott Gastineau

Alignment: 80% Diabolic, 10% Anarchist, 10% Others.

Attributes: I.Q.: 12, M.E.: 14, M.A.: 16, P.S.: 10, P.E.: 10, P.P.: 10, P.B.: 10, Spd.: 10.

Experience: 5th Level Arcanist (mage), **Occupation:** Criminal: Con Artist/Huckster.

Hit Points: 25

S.D.C.: 17

Disposition: Cult leaders are self-serving, exceptionally charismatic, and masters of manipulative psychology.

Insanities: Often sociopaths and/or megalomaniacs. There is a 70% chance of the leader also being delusional.

Skills of Note:

Hand to Hand: Basic, fluent in native language 92% and the magic tongue at 70% (that is known as Elven/ Dragonese to many), literate in both, Performance 75%, Public Speaking 65%, Streetwise: Weird 65%, Brewing 45%/50%, Lore: Superstitions 50%, Lore: Magic 45%, Prowl 45%, Swim 70%, Rope Works 50%, Land Navigation 44%, Wilderness Survival 50%, and two W.P. Skills as appropriate or according to preference.

Bonuses: Needs a 15 or higher to save vs psychic attacks, 40% bonus to trust/intimidate, +1 to Perception, +2 to save vs insanity, +1 to save vs. Horror Factor and magic, 4 attacks per melee round, +1 to Initiative, +2 to





parry and dodge, and +2 to roll with impact.

Magic Knowledge: Considerable, a cult leader will understand the principle of magic with 86% proficiency, can read magic at 92%, sense magic within 120 feet (36.6m), recognize magic enchantments at 70%, and cast several spells as either rituals or incantations. Spell Knowledge includes: Blinding Flash (1), Trance (7), Calling (8), Horrific Illusion (10), Second Sight (20), Commune with Spirits (25), Luck Curse (35), Temporary Insanity (60 P.P.E.), Curse: Paranoia (70), and Remove Curse (140). There is a 25% chance that the cult leader also knows these advanced spells, Wards (90), Create Mummy (ritual only, 160), and Curse: Neurosis (95).

P.P.E.: 30

Psionics: None, closed to the supernatural.

Savings: About \$8,000 worth of money in the local currency and \$20,000 worth of trade goods.

Allies: A minor cult leader will command 2D4 followers. A typical cult leader will command a small but loyal following of 1D4x10 followers.

Equipment: A cult leader will often control a large, isolated estate purchased with the savings of other members. A cult leader will almost always carry a ceremonial dagger or knife (1D6 damage).

Typical Cultist

Created by Scott Gastineau

Alignment: 90% Miscreant, 10% other.

Attributes: I.Q.: 10, M.E.: 10, M.A.: 10, P.S.: 10, P.E.: 10, P.P.: 10, P.B.: 10, Spd.: 10.

Experience: This character is represented as being a 2nd Level Ordinary Person.

Hit Points: 18

S.D.C.: 20

Occupations: Could be any by trade or training, but at a cult compound, all cultists are laborers who support the cult leader.

Insanities: Random insanities caused by abuse and/or drug use are almost universal.

Skills of Note: Hand to Hand: Basic, fluent in native language 89% and the magic tongue at 53% (that is known as Elven/Dragonese to many), literate in the magic tongue but only at 10%, Performance 30%, all domestic skills at 35% or higher, Lore: Superstitions 35%, Outdoorsmanship, Physical Labor, Prowl 30%, Rope Works 35%, Land Navigation 40%, Wilderness Survival 35%, and two weapons proficiencies as are appropriate.

Bonuses: Needs a 15 or higher to save vs psychic attacks, +1 to Perception, +2 to save vs insanity, +1 to

save vs. Horror Factor and magic, 4 attacks per melee round, +2 to parry and dodge, +2 to roll with impact.

Magic Knowledge: Barely functional knowledge of magic principles. Trained well enough to draw some energy (5 P.P.E.) from the places of power or sacrifices, participate in magic ritual casting, recognize wards (but not tell if they are energized or not) and use magic scrolls.

P.P.E.: 5 (teenagers have 10).

Psionics: None, closed to the supernatural.

Savings: Each has About \$100 worth of money in the local currency and \$200 worth of trade goods.

Equipment: Cultists often carry identical or nearly identical ancient style weapons. For ceremonies, they have matching outfits which may or may not include masks. Beyond that, each family has its own small dwelling, often a farmhouse, and one or two domesticated animals.



High Level Characters

Range (9-12)

Director John E. Howard

Created by Richard Grzela

John first met Victor Lazlo in 1980. At that time, John was counseling people who had experienced traumatic events. Victor referred more and more of the victims of supernatural attacks to John, and the two began to correspond about these cases which further developed their friendship, each benefiting from the research and insights of the other. Victor counted John among his allies. He even trusted John enough to make his friend responsible for co-managing Victor's finances and licensing deals. When Victor vanished in 1984, John was among Victor's allies who gathered to form the Lazlo Agency. John quit his own practice and concentrated his energy on growing the Agency from his out side excursions.

John has excellent skills of organization. Under his co-management, the Lazlo Agency swelled in membership, gaining agents and contacts in every country. John himself remained off the front lines of the fight against other-worldly evil. He realized that he was more valuable as a manager. John masterfully matched agents with complementary skills and personalities, thus creating investigation teams in every corner of the world. He also created the Lazlo Society in 1994 to be a more inclusive social group for recruiting perspective agents and educating the curious.

John's vision of the Agency is a little complex. He strives to educate and protect the public. He also realizes that the public could turn against him and the Agency if the group gains too much attention. Worse, the Agency could be targeted directly by one of the more cunning supernatural evils. He fears this may have been the fate of his friend Victor. His greatest challenge has been balancing the Agency between secrecy and heroics.

John is a quizzically mannered man. He doesn't have Victor Lazlo's talent as a speaker, recruiter and visionary. He does, however, understand how people think, act and react. He has a good sense of which skeptics he can reach and how to reason with them.

John knows, perhaps more than any other person alive, just how much supernatural evil is active in the world. Although he delegates much of his work away to senior agents, he reads about dozens of supernatural cases every day in their field reports. He also knows about evil humans who would sell all mankind to those evils just for a little more power. He suspects that even greater evils are on the fringes of this world, waiting to break in. He has been managing this stress extremely well, but it has taken its toll. His Mental Endurance used to be 20.

Real Name: John E. Howard.

Aliases: John is "RKM-86" on the Lazlo Society web site. When communicating covertly with different agents, he uses various code names like "Jitter Bug" or "Wrath." When using with his favorite agents, he likes to use the names of characters from Edgar Allen Poe stories like Prince Prospero, Fortunato, Monsieur Dupin, M. Valdemar, Pluto, and Madeline Usher. He

reserves the code name "Roddy Pipper" for himself. Mostly, he prefers using his own name whenever he feels it is safe. Some of the younger agents have taken to calling him and "Pops."

Alignment: Principled.

Level of Experience: 10th level Parapsychologist.

Attributes: I.Q.: 17, M.E.:12, M.A.: 17, P.S.: 11, P.E.: 15, P.P.: 8, P.B.: 12, SPD.: 12.

Age: 50

Hit Points: 46

S.D.C.: 20

Armor: Concealed vest (A.R. 10, S.D.C. 50).

Bonuses: Rolls a 15 or higher to save vs psychic attacks, +7 on Perception Rolls, +3 to save vs Horror Factor and hypnosis, +2 to save vs all magic, +2 to save vs possession, +1 to save vs mind altering drugs, 2 attacks and 5 non-combat actions per melee round, +1 to dodge.

P.P.E.: 12

Magic: None.

Psionics: None.

Skills of Note: Anthropology 98%, Computer Operation 98%, Cryptology 86%, Lore skills at minimum 86% (Cults & Secret Societies, Demons & Monsters, Entities & Ghosts, Magic, Mythology, Paranormal & Psionics, and Superstitions), Parapsychology 98%, Philosophy 91%, Public Speaking 50%, Psychology 86%, Research 91%, Swimming 50%, no Hand to Hand combat training, W.P. Rifles (+5 to strike), Shotguns (+4 to strike), and Handguns (+5 to strike). Can recognize real psionic ability with 90% proficiency, and he can recognize mind control or possession with 80% proficiency. Understands the principles of magic, can identify and interpret magic with 90% proficiency, and can read magic from scrolls and books or assist in rituals with 72% proficiency

Money and Equipment: John lives a modest life style with only \$24,000 in the bank and a small apartment. He co-manages the estate of Professor Victor Lazlo, however, which includes royalties on several books that continue to sell well even decades after the professor disappeared. Beyond that, many Lazlo agents have left their inheritance and equipment to the Agency in their wills. The bulk of that wealth goes towards maintaining the Lazlo Agency office and business expenses, but John does pay salaries to himself and the rest of the office staff. As director of the Agency, John has access to many items which have been donated or bequeathed to the Agency including talismans, magic scrolls, amulets, psi-devices, special sensory equipment, and a few magic weapons.

He prefers to remain unarmed when traveling because of his respect for the law, and weapon laws vary so much from state to state or country to country. Instead, he travels with other agents and trusts their skills for predicting trouble and dealing with it. If he is expecting trouble, he carries a .38 Ruger Revolver (6 bullets, 164 ft or 50m range, 2D6 damage) and/or a 12 Gauge Ithaca Shotgun (5 shot magazine, 200 ft or 61m range, 4D6 damage) with a variety of shells and bullets including silver, copper, and incendiary shot.

Mister Green

Created by Scott Zaboem

Based upon concepts by R. Stott in the article "Primorder" found in RifterTM #2.

The creature which is called "Mister Green" is actually an intelligent alien life-form which has more in common with germ than a human. Mr. Green is actually a gelatinous single-celled organism, slightly larger than a human. He isn't exactly green but rather a pulsating greenish color scheme. He isn't a "he" or "mister" either as it is asexual. The name "Mister Green" was given to him by his human captors. His real name is pronounced with a combination of telepathy, bubbling, and ripple of colors teal, sea foam, and forest greens.

Mr. Green comes from a world which inter-dimensional travelers call "Primorder." Primorder is an inter-dimensional nexus point, and center of an advanced civilization of gelatinous creatures. His species is called "plasm" (or plural "plasms"), an advanced life-form which has developed mystic capabilities. Mr. Green caught a ride with a traveling shifter to explore the megaverse for a time. After traveling for a few years through portals and rifts, Mr. Green purchased his own small spacecraft. While exploring space, his little ship encountered a uncharted cloud of violent radioactivity. With his own spacecraft destroyed, Mr. Green was stranded off the coast of Bermuda. He was rescued by the U.S. Navy but imprisoned in a secret research facility near Gulf Breeze, Florida. Mr. Green can function just fine in earth's atmosphere, but the air from his own home world would be poisonous to humans.

Mr. Green is content to rest and be studied for now, but he hopes to be freed before too much longer. He feels that he soon will reproduce through budding. The resulting bud will be a smaller version of Mr. Green and will remain a creature of only animal intelligence for a period of roughly six earth years. He doesn't, however, think of this new creature as a copy of himself as much as he considers it to be his child. He doesn't want his child to be birthed in custody and never know the freedom of oozing over an alien world under an open sky. In hope of finding help and liberation, Mr. Green reached out telepathically. Another non-human mind responded to his call. She was Lady Teapot, queen of the Court of Tarot. If the Court can locate Mr. Green and rescue him, he will be invited to join the Court as the new Star Card of the Major Arcana. If a human-lead faction like the Lazlo Agency were to rescue Mr. Green, he would be thankful but much slower to trust them. Mr. Green is not a powerful creature like some demon or dragon, but he has extensive knowledge of alien species and

cultures. He also has limited knowledge of alien technology. He might be an invaluable asset to any faction's rise in power.

Alignment: Aberrant, Mr. Green is a good guy by its own standards, but his ethics and morality are completely alien and confusing to any humans who try to understand him.

Attributes: I.Q.: 18, M.E.: 12, M.A.: 10 (or 5 to humans until they grow accustomed to him), P.S.: 12, P.P.: 10, P.E.: 13, P.B.: 3, SPD.: 9

Horror Factor: 12 but Mr. Green is not a supernatural creature. This Horror Factor represents the shock of seeing a huge pile of jiggling goo form move towards you and say hello.

Disposition: Mr. Green is polite and friendly if somewhat distant, but his alien mind and ways of verbalizing his thoughts are perplexing to most people. Mr. Green is perfectly content when meditating quietly by himself, but he also has the curious mind of an explorer and scholar. He is an extrovert by the standards of his own species who prefer to live as hermits and have no interest in seeing new worlds or meeting aliens.

Age: About 150 in earth years, **Size:** 20 cubic ft. (0.57 cubic meters)

Experience: 10th Level Mystic (a psychic-mage with powers similar to a latent psychic/academic)

Hit Points: 33

S.D.C.: 80

Attitude Towards the Lazlo Society: Mr. Green has had no contact with the Lazlo Society. If he encounters them, he will be polite and kind until they give him reason to believe that they might pose a threat to him. He is always cautious around new humans because his experiences with humans have thus far been mixed – humans saved him from being eaten by sharks in the ocean, but they imprisoned him also.

Skills of Note: Biology 96%, Chemistry 98%, Genetics 66%, Languages: Primordial 99%, Fearie-speak 86%, Elven-Dragonese 81%, English 56%, and a few others at 25%; Literacy: Primordial & Elven-Dragonese both at 86%, Escape Artist 86%, Lore: Magic 86%, Demons & Monsters 91%, Aliens & UFOlogy 98%, Geomancy & Ley Lines 98%, Meditation 86%, Swim 98%, Prowl 81%, Gelatinous Wrestling (equivalent bonuses to Hand to Hand: Basic but without hands).

Species Powers: Mr. Green has no natural sensory organs but instead perceives the world entirely through clairvoyance. Mr. Green can turn intangible but not invisible and remain in that state for 20 hours per day. This is the primary natural defense against predators of all plasms, and they are immune to normal weapons and physical attacks while in this form. He is a shape-changer who can alter his body into a cube, sphere, humanoid form with arms and hands or any other

shape and hold that form for 10 hours at a time before he needs to stop and rest. Mr. Green can also possess humans and other biological creatures by becoming intangible, overlapping his body over the victim's body, and changing his shape to fit completely inside the victim. The victim gets a roll to save vs. possession, but a -2 penalty is applied to that roll. If the roll fails, Mr. Green's mind will dominate the victim's personality and have complete control of the body. This is not a stealthy possess as a possession entity might perform; Mr. Green's possession technique creates an ectoplasmic sheen over the victim's body which glows slightly green. If the victim is killed while Mr. Green is possessing, Mr. Green will die also.

Hand to Hand: Basic

Attacks per melee round: 6

Bonuses: Must roll a 10 or higher to save vs psionics (or 12 or higher vs psychic illusions), +2 to save vs magic (or +0 vs magic illusions), +3 to save vs possession, +8 to save vs Horror Factor, +1 to strike and disarm, +4 to pull punch, +2 to dodge, body block/tackle attack for 1D6+2 damage + victim loses initiative and one attack, can not roll with impact, critical strike on a natural 19 or 20.

P.P.E.: 73

I.S.P.: 18 (x2, x4, x6, x10) Note! Mr. Green does not, himself, count as a supernatural being who will cause the I.S.P. reserves of other psychics to resonate when he is nearby. He is an alien mortal, not a demon nor entity.

Psionics: Clairvoyance which is continuous and costs no I.S.P., Exorcism (10 I.S.P.), Sixth Sense (2 I.S.P.), Total Recall (3 I.S.P.), Telepathy (4 I.S.P.), Telepathic Projection (4 or 12 I.S.P.), Read Dimensional Portal (6 I.S.P.), Sense Dimensional Anomaly (4 I.S.P.), Psychic Literacy (7 I.S.P.), Mind Block (4 I.S.P.), Leidenfrost Effect (2 I.S.P.), Biofeedback (a.k.a. Bio-regeneration of 1 hit point or 1D6 S.D.C. per hour, 8 I.S.P.), Sense Evil at a range of 600 ft. (183m, 2 I.S.P. for a clear picture or no cost for a vague sense of trouble), and Open Oneself to the Supernatural as per the Sensitive Psychic ability.

Magic: Decipher Magic (4 P.P.E., from Page 189 of Palladium Fantasy RPG®), Chameleon (6), Turn Dead (6), See Aura (6), Tongues (12), Globe of Daylight (2), Negate Poison/Toxin (5), Magic Net (7), Trance (10), Time Slip (20), can draw extra I.S.P. and P.P.E. from ley lines and places of magic. These are spells which Mr. Green has learned intuitively through his psychic connection to the megaverse, but he can also learn and teach spells in the usual manner.

Discorporation: If Mister Green is killed, he will break down into a green slimy liquid. Analysis of the liquid would reveal it to be nothing more than common body fluids like stomach acid and bile.

Savings and Equipment: none.

Chief Saturiba, Spirit Guide

Created by Scott Zaboem

At one time, Saturiba was the chief of a small Timucuan-speaking village called Selo where Saint Augustine sits now on the Atlantic Coast of Florida. It was Saturiba who greeted the conquistador Pedro Menendez de Aviles when he arrived from Spain. It was Saturiba who gave these Spanish a long wooden building to serve as their first fort while they established the town of San Augustin.

In the centuries since then, Saturiba has watched his tribe fade away into extinction. He doesn't dwell on the dead, because he needs to focus on the living whom he can help. One such person is Buzzard Hastings who Saturiba found as a young man and nurtured into a brave warrior.

Alignment: Principled.

Level of Experience: 9th Level Spirit Guide.

Attributes: I.Q.: 11, M.A.: 15, P.B.: 5, others are not applicable.

Age: 50 by appearances, but he does not age anymore.

Appearance: Even other spirits find Saturiba disturbing. He stands nearly 7 ft tall (2.13m) and seems even taller with his hair tied into a knot on the top of his head. He is strong despite his wrinkled features and graying hair. He rarely wears clothing except for a few pieces of simple jewelry, but his body is covered in tattoos. He keeps his fingernails sharpened to points, and he carries a long bow even though he never uses it.

Disposition: Patient but demanding, he has very high expectations for his pupil. He is easily confused and frustrated by modern technology.

Hit Points: 13

S.D.C.: none.

P.P.E.: 10

I.S.P.: none.

Skills of Note: Camouflage 70%, Detect Ambush 80%, Hunting, Land Navigation 68%, Lore: American Indians 65%, Intelligence 74%, Track and Trap Animals 75%/80%, Tracking (people, 75%), W.P. Archery, W.P. Knife, W.P. Spear, and Wilderness Survival 90%.

Miss Lucy Abbot

Haunter NPC. Created by Scott Zaboem

R.C.C.: 10th level True Ghost.

Alignment: Aberrant.

Attributes: The True Ghost is a mere shadow of its

former living self with a partially intact mind and no physical body. I.Q.: 13, M.E.:10, M.A.: 11, and SPD.: of 25 (17 mph/28 km).

Armor Rating (A.R.): Not applicable as it is an intangible energy form.

Hit Points: Uses P.P.E. in place of Hit Points, no personal S.D.C.

Discorporation: If the True Ghost is killed, it will sound like shattering glass and will disperse as a small cloud of incense-smelling gray smoke.

Threat Level: x4; Haunter or Prankster.

Horror Factor: 10.

Size: 5 ft tall (1.5m) and weighs nothing.

P.P.E.: 8, but can hold a maximum of 60.

Natural Abilities: Invisible and intangible, can fly and hover at about 17 mph (28 km), it has no maximum altitude, can pass through solid matter (but not energy), doesn't tire but can grow moody if she doesn't take quiet breaks from time to time, invulnerable to physical attacks, invulnerable to most energy and fire attacks except when the attack is magical or psychic, invulnerable to toxins and poisons, invulnerable to cold and heat, invulnerable to disease and illness, does not breathe, immune to the Stealing of Psychic Energy attacks of mystics and other entities, can communicate with other spirits, Psychic Mediums, spirit guides, creatures who have the Commune with Spirits power.

Vulnerabilities: All magic and psionic attacks. A True Ghost can not pass a line of salt, dirt, or clay on a floor, not even by hovering over it or passing under it. Any character who knows the living name of the True Ghost can command it unless the True Ghost makes a save vs psychic attack/mind control. Exorcisms and spells which control entities are particularly useful against True Ghosts. Some legends state that a buildings with no two windows alike can confuse ghosts and keep them from returning; that is partly accurate. Asymmetrical artificial structures like a house with all different windows are difficult for a True Ghost to move through due to celestial geometry, so it can only enter or exit such structures on a roll of a natural 20 with no more than one attempt made per hour. The personalities of True Ghosts are as fragmented as their minds, so they are -5 to save vs insanity and many develop full schizophrenia. If using Chi Rules, a True Ghost is considered to be a being of pure, positive chi regardless of its alignment.

Skills of Note: Land Navigation at 80%, Understands and Speaks English with a strong southern accent (to anyone who can hear it) at 90%, Literate in English at 70%, Mathematics: Basic at 90%, Prowl at 90%, Detect Concealment at 25% and Dowsing at 50%. These skills do not improve.

Attacks per Melee: 4 psionic attacks per melee

round.

Damage: By psionics only.

R.C.C. Bonuses: +1 to Perception Rolls involving areas she knew when alive, +2 to Dodge, impervious to possession. She has no bonuses to save vs psionic attacks & magic. Without being able to See the Invisible, striking at a True Ghost involves a -10 penalty to Strike. A True Ghost can not parry nor roll with an impact due to its incorporeal nature.

Magic: Lucy dabbles in magic. She knows the spells Befuddle (3), Fear (5) and Mystic Alarm (4).

Psionics: 24 I.S.P. A True Ghost does not regenerate I.S.P. naturally, but she may gather I.S.P. from ambient energy of certain places or living creatures (see special attack below). She needs a 12 to higher to save vs psionic attack. She may convert energy at a rate of 4 P.P.E. to 1 I.S.P.

Special: Stealing Life Energy: A successful roll to save means the True Ghost did not receive any energy. A failed save means the Entity can steal up to 20 I.S.P. or 5 P.P.E. from that specific target. Chi energy may not be stolen in this manner if using rules from Ninjas and Superspies™ or Mystic China™.

Traditional Psionic Powers: All True Ghosts have the following powers at lessened I.S.P. costs: Mind Block (1), See Aura (1), See the Invisible (no cost), Sense Dimensional Anomaly (no cost), Ectoplasm (no cost for vapor, 6 for a solid limb, or 12 for an entire ectoplasmic body for 4 minutes per experience level) and Commune with Spirits (no cost). As a Telekinetic Spirit, Lucy has Telekinesis (varies), Rope Trick (4), Telekinetic Push (4), Telekinetic Punch (6), Telepathy (4) and Mind Bolt (varies).

Allies: Lucy is a prominent member of Saint Augustine's spirit community. If threatened, many other spirits would rally to her aid. Often, 1D6 other True Ghosts are close enough to respond immediately. The Saint Augustine Soul Tree will also rally to her aid, sending 1D6 entities within 10 minutes.

Wealth and Equipment: Lucy still considers herself to be the owner of her mansion, but she has learned to tolerate new residents who maintain the structure for her. She charges P.P.E. from other ghostly renters in order to feed her own needs for energy. She also quietly takes P.P.E. from the human visitors who sleep in her house. If she has no renters at any particular time, she can always travel to the Saint Augustine ley line for a recharge. She prefers to remain at home and entertain, allowing other spirits to bring the nourishing P.P.E. to her.

Supreme Level Characters Range (13-15)

Hell God

Created By Richard Grzela



Description:

By all estimates the Alien known as Hell God seems to be a male. Who is very subtle in appearance dressing often as the common person would in a public setting. Always looking quite average in every respect except for a wild laugh at those injured or in pain.

If you ever wondered who your parents were or where you came from, you might just be in for a surprise. For centuries Hell God has planted minions among the ranks of Aliens, Humans and Demons. Slowly infiltrating their species to grow his pool of worshipers and his own power base in the process.

You could be very well be a pawn created by the Hell God unwittingly acting as his minion. That would explain your lack of personal history. It may be a link to the odd nightmares you have suffered of a maniacal laughing creature that is the link to the horrible truth. That truth being your creator is a mad power crazed demonic alien. A God like being who created you and many others more.

True Name: Hellinuous Godivia

Race: Alien Intelligence

Alignment: Miscreant

Attributes: I.Q.: 30 M.E.: 34 M.A.: 34 P.S.: 28 P.P.: 15 P.E.: 20 P.B.: 8 SPD.: 50

Natural A.R.: 15 Supernatural - Can only be harmed by select elements. No normal attack will harm him ever.

S.D.C.: 60,000

Hit Points: 30,000

Horror Factor: 15

P.P.E.: 20,000

Level of Experience: 14 Master Psionic Alien Intelligence

Appearance: Most often appears as a human male, though can be seen as an ogre, elf or humanoid alien of just about any kind.

Disposition:

He loves to see beings suffer. On the occasions he visits a mortal plane he will often rig places for major accident with his psionics just to enjoy the chaos that follows. He has little regard for life and plots to grow an army of minions of all types and abilities to challenge the Demons of Hades. He Currently Has a fondness for humans of the Heroes unlimited world but has taken it upon himself to visit the Palladium world as well to plant his minions.

Natural Abilities:

*All deific powers: Deific Immortality, Deific Travel, Deific Blood, Flesh and Bone, God Like Perceptions, Change size at will, Impervious to Disease, Impervious to poisons, Impervious to toxins, Impervious to drugs, Impervious to Aging, Impervious to Death by Natural Causes, Bio-regeneration 1D4x100 S.D.C. per minute, Night Vision 400 feet (122m), see Invisibility, turn invisible at will, Limited metamorphosis (humanoid), Possession of beings can be attempted twice per day. All Psionic powers including super. Immune to fire, heat damage in all forms.

* Deific powers can be found on page 89 of the Dragons & Gods Book.

Vulnerabilities:

Magic weapons do triple damage, normal weapons do no damage unless it is a melee attack by some one with supernatural strength in which case normal damage is suffered. Psionic weapons do normal damage. Holy Weapons do double damage. Sunlight and day time renders the Hell God weak and he suffers a 50% reduction on all abilities and skills. He has yet to master magic, but has the power to harness it. Currently he uses his P.P.E. to fill the needs of his worshippers on his behalf.

Skills of Note:

Through his telepathic connection to his followers Hell God knows all skills at 78%. He can tune into followers or read minds of those near by to learn tasks as well. If an expert in a particular area is close by, Hell God

can attempt to read their mind to boost his skill level temporarily by +10% for 1D6 melees.

Psionics: All with all Super Psionics as well.

I.S.P.: 6,000 Master Psionic

Attacks per Melee: 12

Bonuses: +1D6 on initiative, +2 on dodge, +1D6 to pull punch, +1D6 Roll with impact, +1D6+8 to save vs. Horror factor, +13 to damage, Save vs magic +7, Save vs comma Death 10%, Save vs psionic +12 (only needs a 10 to save), Save vs insanity +12, Trust and intimidate 97%,

Equipment of Note:

Currently has no equipment of note as he prefers to blend in to the current population he is infiltrating. He has a huge wardrobe of moderate value to meet and mingle with his followers.

Hook, Line & Sinker Plots

1. For any GM who has ever had a player that has not formal back ground or history he can draw from to create an adventure Hell God is the perfect beginning for that back ground. You would be surprised how many characters drum up a history on the spot once they learn that they are the minion created by a demonic alien intelligence.

You can convince the characters that they were indeed created by Hell god and that they have a task to perform on his behalf. In doing so he will grant them a fraction of his power (P.P.E.) to do with as they please. Roll 1D6x100 for P.P.E. granted. The players can then decide if they want to complete the task given or if they will use that power to fight Hell God. Ultimately the choice is theirs and can lead to some interesting adventures in the future.

2. Hell God needs a bit more juice to use one of his deific power. He wants the players to band together and drum up that power through a sacrifice of 12 individuals (maybe even themselves). The rewards could be great! Players who often commit deeds of a terrible nature could be scared straight once they find out that they are drop in the middle of Hades to do his bidding. The P.P.E. from the sacrifice was to open a portal for them to go through and claim their prize. To serve Hell Gods bidding in Hades.

Bartender \ City Rat

Created By Richard Grzela

Description:

An average looking portly man who has mastered the ability to pick out trouble and read people by the way they carry themselves. Benny usually wears a tank top and loose fitting pants. He has written four books on tending bar and mixing drinks and is deemed to be a

world expert on the subject of mixologist and small talk. He enjoys a good yarn and can share as many tales as he has heard of the years behind the bar. He is quick with a joke and often has a joke with every drink he



mixes.

Name: Benny, aka Bartender B, The Biz, Ben

True Name: Bernard Schuletz the third

Race: Human

Alignment: Anarchist

Attributes: I.Q.: 25, M.E.: 20, M.A.: 20, P.S.: 12, P.P.: 14 P.E.: 13 P.B.: 11 SPD.: 12

S.D.C.: 25

Hit Points: 25

Level of Experience: 4 City Rat, 20 Bartender

Appearance:

An average looking portly man usually seen behind the bar wearing a tank top and loose fitting pants. Average height and over weight.

Disposition:

He is a pretty cheery guy and knows when to tone down his charm enough to get the best tips for arguable the best drinks in all of town. Not even the high end clubs can mix better drinks and often pre-order large amounts of mixes from his little bar. He is a very well connected man in the night scene though he does well to keep his nose out of trouble, he is quick to ask if new players are on the scene that he should watch out for. He will share a conversation though he keeps his chatter to short bursts to meet the needs of his clients. It doesn't

take long for a person to know Benny has a sharp mind and keen thoughts.

Natural Abilities: Master bartender has an exceptional palette when it comes to all libations and sauces. He can deduct with 98% accuracy what is in a drink and sauce and remix it exactly with out error and often times making it better than the original.

Skills of Note: Cooking 98%, drink mixing 98%, pilot: car 75%, pilot: truck 75%, street wise 36%, chemistry 98%, basic math 98%, business and finance 98%, language and literacy 98%, boxing, blunt weapons,

Attacks per Melee: 2

Bonuses: +3 save vs psionic and insanity, 60% to gain trust and intimidate,

Equipment of Note: He has a multi purpose tool, a pocket knife 1D6 damage, a pencil and pad of paper, a towel and three different bottle openers on his person at all times.

All other equipment is kept at his bar and restaurant for the purpose of business.

Hook, Line & Sinker Plots

1. For any situation where you need a talkative Bartender you can slide Benny in place. Great for pubs and clubs and bars, Benny is best used as a sympathetic ear. He will try to point player characters in the right direction with little hints saying things like.

"I don't want to interfere but that guys been trouble in this town."

"Your a good kid walking into a bad crowd."

"If you need this much liquid courage to deal with those guys, maybe you should reconsider this business deal."

"This drinks on the house if you walk out of here now."

Benny may on the rare occasion hire players to transport his cocktail mix to other clubs if he gets to know them well and the regular delivery guy is unavailable. Remember Benny is well connected so every delivery guy is checked before accepting his delivery player characters claim they have.

Serif "The Sword of The Land"

Created By Richard Grzela

Description:

Serif was appointed by the emperor to be the "Sword of The Land." This role means that serif has one sole responsibility. That is as protector of the people of the land first. Protector of the Emperor Second. And to act as a unifying force for the nation in the event its leaders fall third. He is granted his powers through a single magical brooch. Only the Emperor can remove the Brooch from the body of the Serif. Certainly the

Serif when transformed to human form he is unknown to the public at large and can remove the brooch as he see fit. Unfortunately while transformed even the Serif is bound by the magics that grant him his powers. What is not known is that he is also on a global protective team where he may act in a larger role to counter alien invasions or international super powered threats that may be looming to threaten the people under his watch.

True Name: Bart Bastion

Alignment: Principled

Attributes: I.Q.: 15, M.E.: 13, M.A.: 22, P.S.: 58, P.P.: 26, P.E.: 37, P.B.: 26, SPD.: 35, H.F.: 14

Hit Points: : 341

A.R.: Supernatural - Can only be harmed by select elements. No normal attack will harm him ever.

S.D.C.: 1745 or **M.D.C.:** 2086

Height: 8'.0" (2.4m)

Weight: unknown

Age: 58

Life Span: 101

P.P.E.: 87

I.S.P.: 13

Level: 15 Mystically Bestowed Mega

Appearance:

As a representative of the people he has a large stature and appears in glowing blue form fitting armor of any style he desires. The armor is similar to that of a knight of old except it is far more detailed and has delicate intricate patterns that dance with magic.

Disposition:

He is quite and stoic when transformed. He only talks when it is to bark orders. Other wise he is quite content with following orders unless it endangers people. He is not afraid to take a leading position on the field of war to inspire troops and if need be he can stay back to act as cavalry. So long as the choices made benefit the people of the land he does not argue.

Natural Abilities: Tremendous S.D.C., Tremendous Strength, Invulnerability, Extraordinary P.E., Extraordinary Speed, +4 damage for every 20/km of speed. To a max of +940 + 46 damage Bonus + power punch which might total damage to a whopping 1166 S.D. Healing Factor 9d6 twice per day. The high number includes the Supernatural Healing as a Supernatural being. Never Tires.

Vulnerabilities: Must be transformed to use powers and abilities. His regular abilities are listed above.

Magic attacks and Psionic attacks do normal damage.

Hand to hand: Expert

Attacks per Melee: 9

Bonuses: Initiative +11, Damage Bonus +46, Parry +16, Dodge +19, Auto Dodge - yes one melee action only, Strike +10, Disarmed +2, Roll w punch fall +12, Punch 2d4x10, Pull punch 5d6, Power Punch 3d6x10, Kick 2d4, Leap Kick 2d6, K.O. 18-20 auto if behind target, Death 16-20, Body block tackle 1d6, Crush, squeeze 1d4, Critical [3x dmg. on roll of 18-20, Impress/ Charm: 80%, Invoke Trust/Intimidate: 70%, +13 v All Magic, -3 v Psionics, +11 v Toxins, +10 v Drugs, +9 v Poisons, +3 v Possession, +4 v Horror Factor, 70% v Comma Death.

Skills of Note: Language & Literacy: English 98%, Radio: Basic 98%, Radio: Satellite 98%, Radio: Scrambler 98%, Criminal Science 68%, Law & Intelligence 98%, Lore: Demon & Monsters 98%, Lore: Indian 98%, Math: Basic & Advanced 98%, Street wise 90%, Pickpocket 80%, Locksmith 80%, Surveillance systems 85%, Find Contraband & illegal weapons 98%, Pilot: Automobile 98%, Track Humanoids 95%, Land Navigation 98%, Wilderness Survival 90%, Mine/Trap 90%, Locate secret compartment 98%, Gymnastics, Swimming, Boxing, Wrestling, Body Building, Business Finance, W.P. Energy weapons, W.P. Archery & Targeting, W.P. Pistols, W.P. Rifle

Equipment of Note: Salary \$93,000 per year. He currently has a 4-year-old personal vehicle of choice, with \$8000 cash on hand. The Royal family or Marbalonia also employs him. Known by the population as the sword of the land he can call upon citizens or the military to aid him. Giving him the unlimited resources he would need to succeed in any task.

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